



"Horse & Ball" 1042-247 Final Board

Date 02/18/16

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 02/18/16
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Cole Sanchez

Storyboard by
Somvilay Xayaphone &
Seo Kim

MAR 03 2016

1042 247

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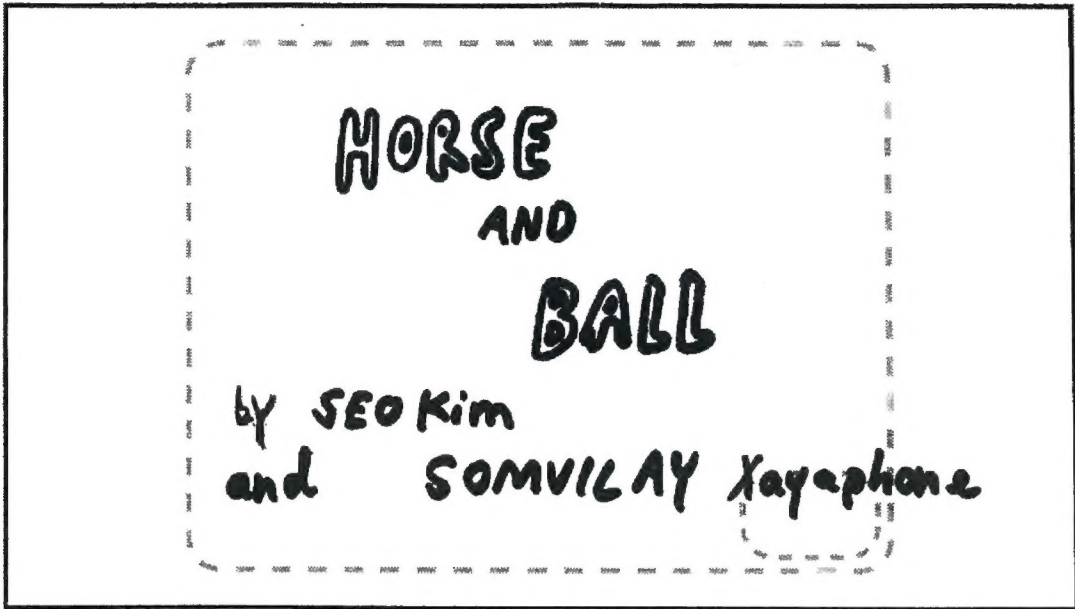
1042 247

ADVENTURE TIME

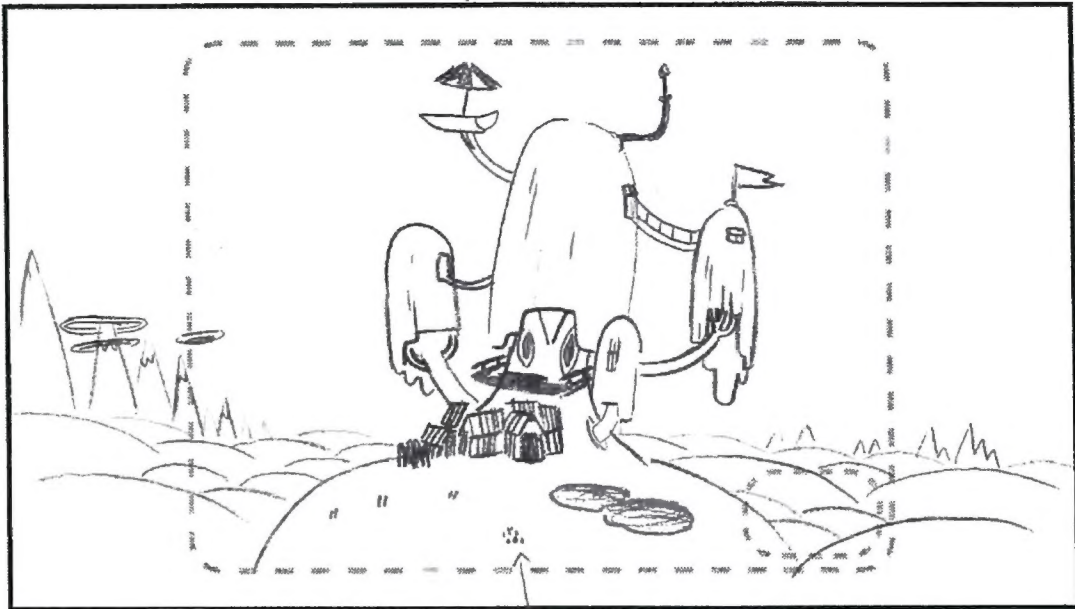


Page 01

Sc. Pnl. Bg. day night



Sc. 01 Pnl. A Bg. day night



Dialog:	
Action:	- GRAY MORNING - TREEHOUSE EXT.
Timing:	MAR 03 2016

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Production:

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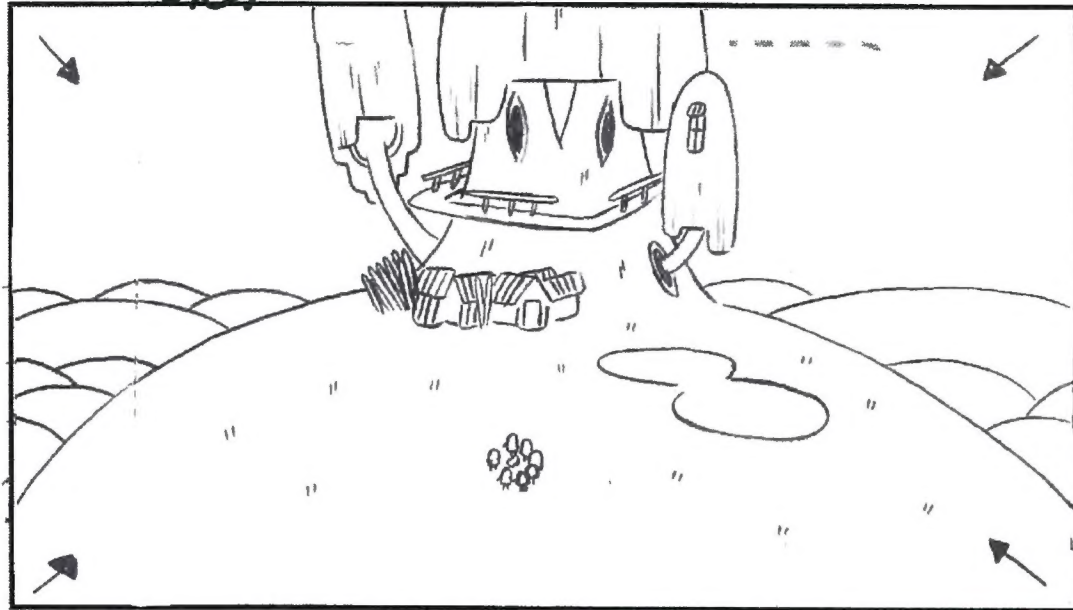
Page 02

Sc. 01 *COAST*

Pnl. B

Bg.

day night

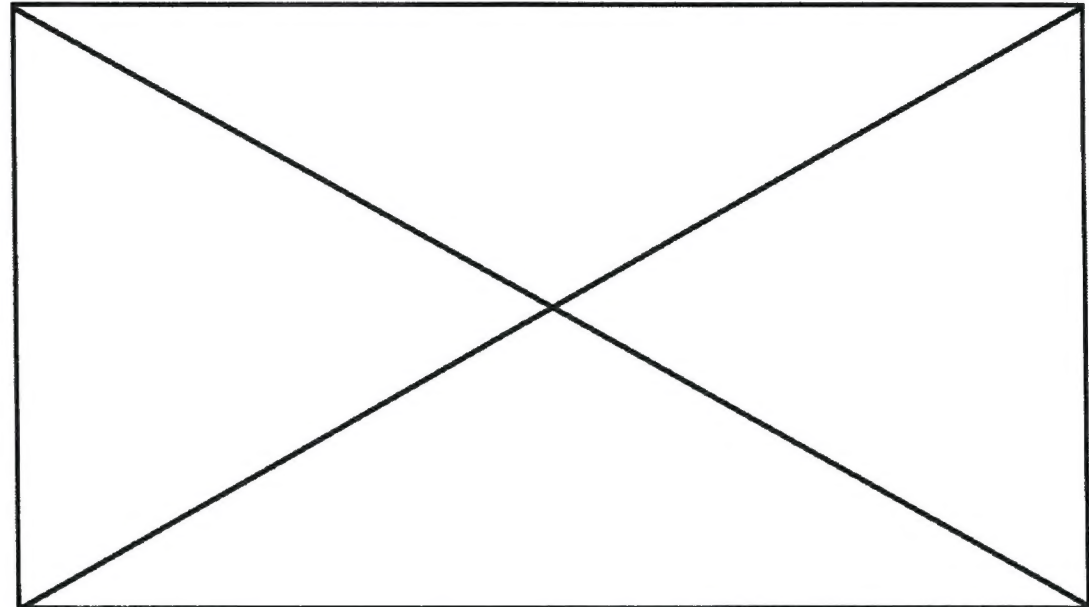


Sc.

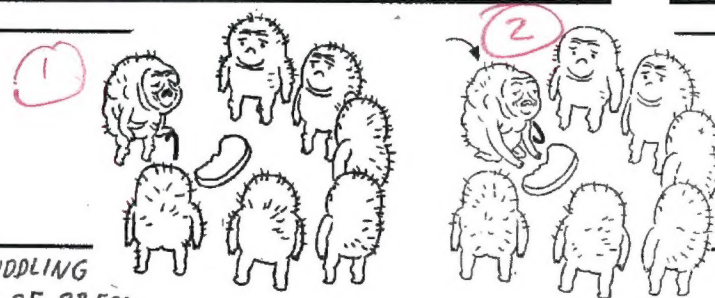
Pnl.

Bg.

day night



Dialog:



Action: - SEVEN MOLE PEOPLE HUDDLING
AROUND HALF A CRUST OF BREAD.

- THE ELDEST KNEELS DOWN IN
FRONT OF BREAD. - TRUCK IN

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ADVENTURE TIME



Page 03

Sc. 02

Pnl. A

Bg.

day night

Sc. 02

cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Elderly breaks bread
into 2 Pieces

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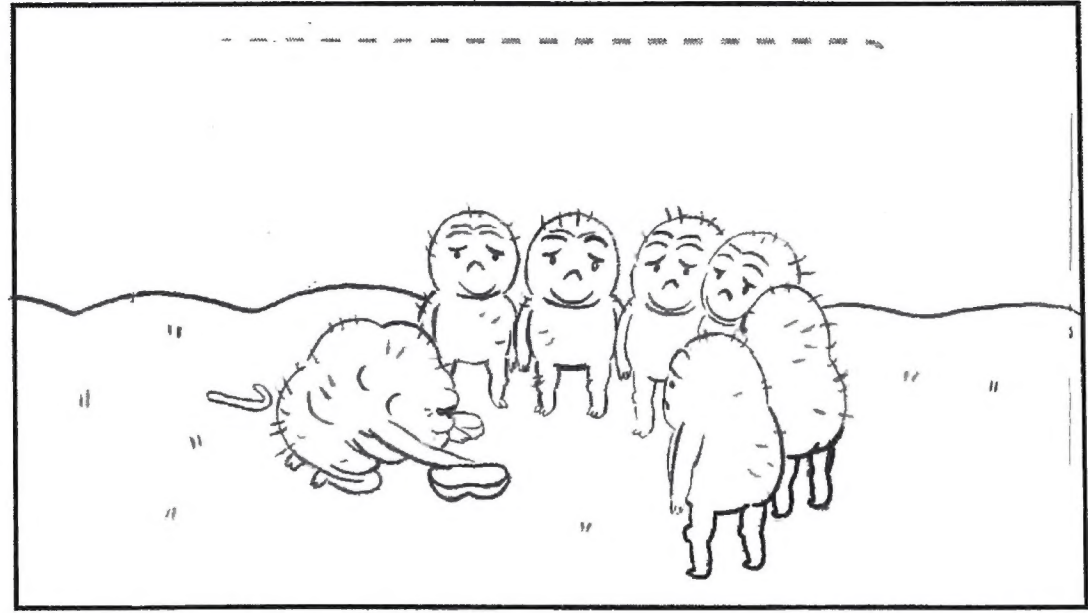
Page 04

Sc. 03

Pnl. A

Bg.

day night

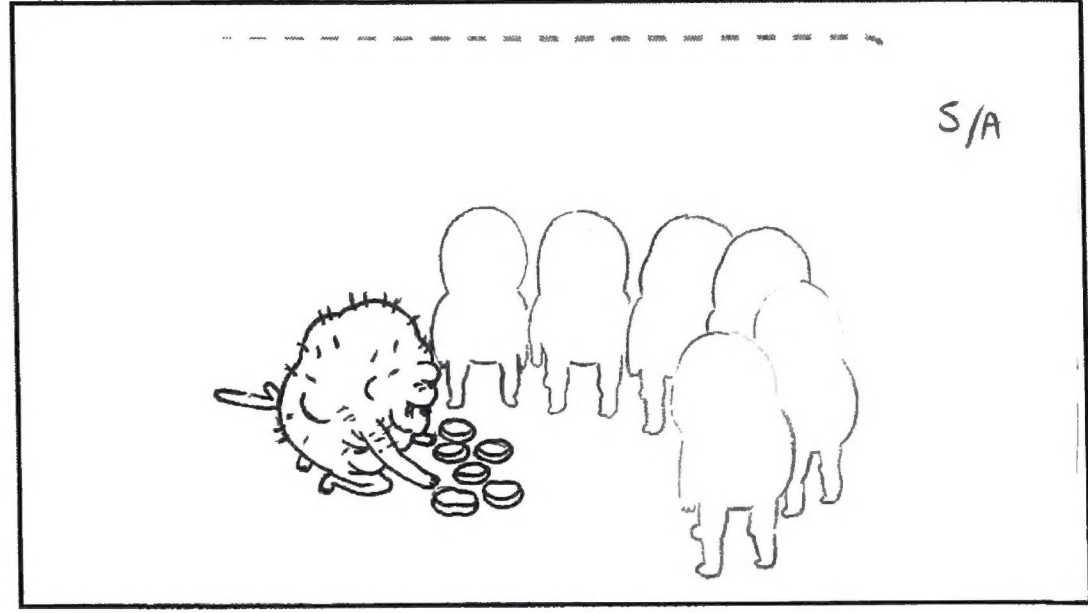


Sc. 03 cont

Pnl. B

Bg.

day night



S/A

Dialog:

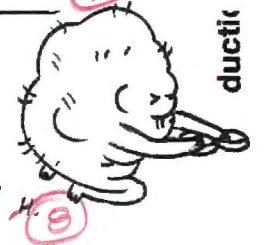
Action:

Timing:



ELDEROLIO FINISHED WITH ONLY SIX PILES OF CRUMBS.

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ductit

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ADVENTURE TIME



Page 05

Sc. 03 cont

Pnl. C

Bg.

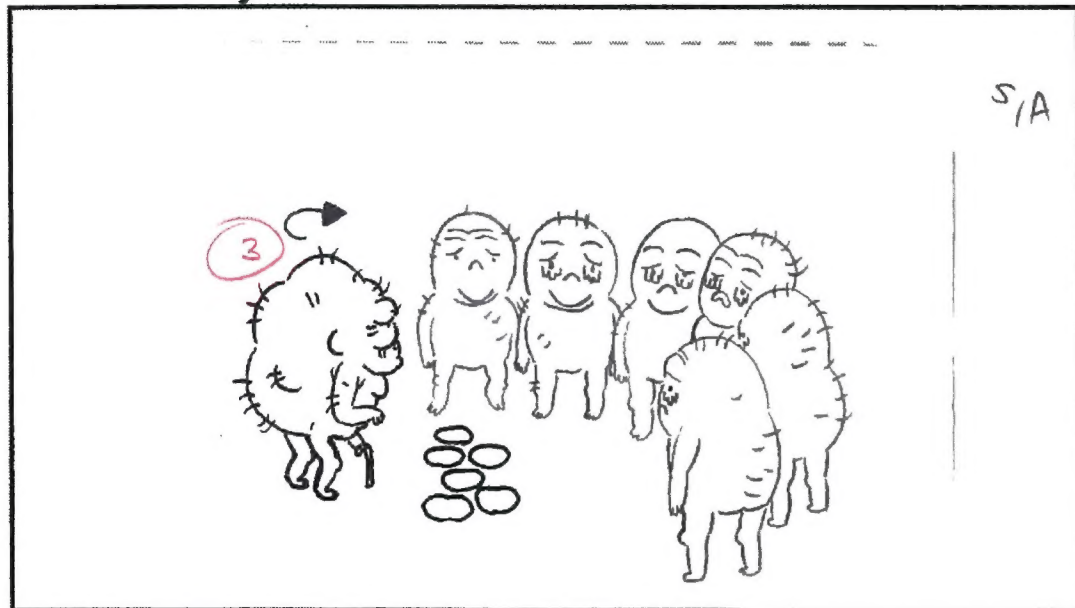
day night

Sc. 04

Pnl. A

Bg.

day night

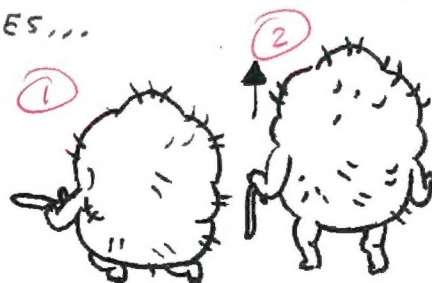


Dialog: Mole Person: ELDEROLIO, WHY ARE THERE ONLY SIX CRUMB PILES...

ELDEROLIO: MOLE CHILDREN, SOON MY BODY WILL EXPLODE FROM EXHAUSTION...

ELDEROLIO PICKS UP CANE.

Action: -OTHER MOLES LOOK TO ELDEROLIO WITH TEARS WELLING UP IN THEIR EYES.



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Timing:

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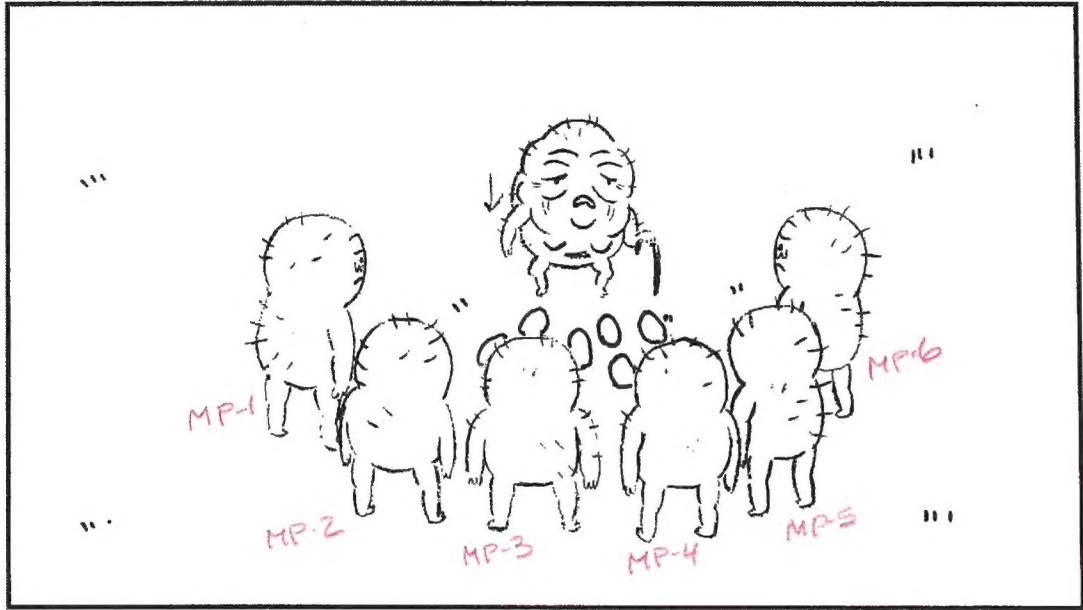


Sc. 05

Pnl. A

Bg.

day night

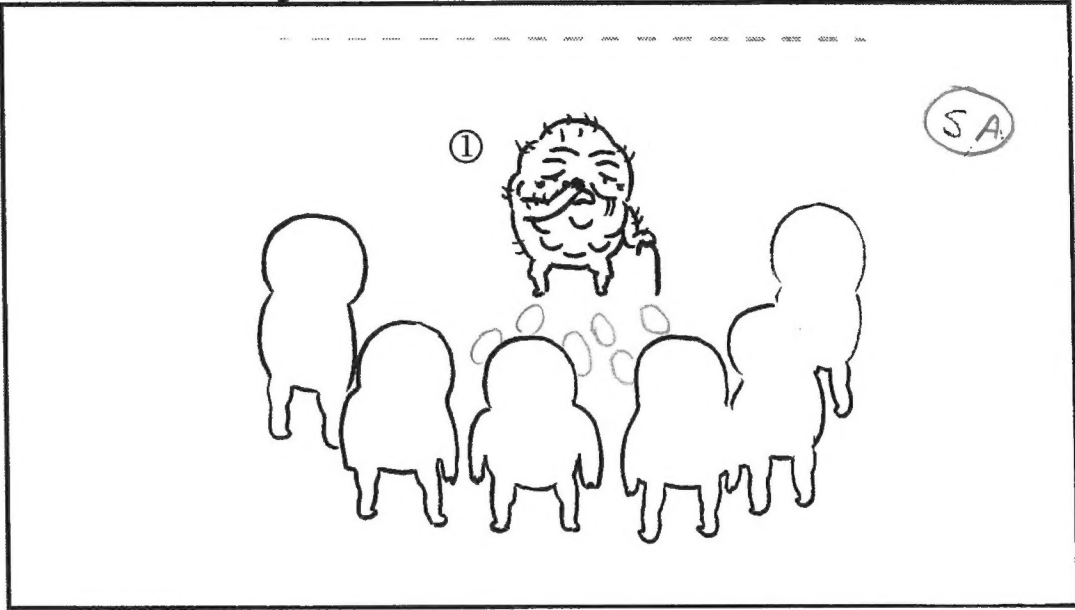


Sc. 05 cont

Pnl. B

Bg.

day night



Dialog: E: I NO LONGER NEED CRUMBS.

E: PLEASE PLACE MY BITS IN TREES WHERE THEY WILL BE RECLAIMED BY NATURE.

Action:

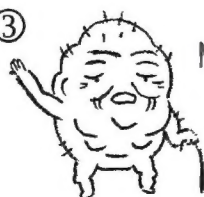


Timing:

②



③



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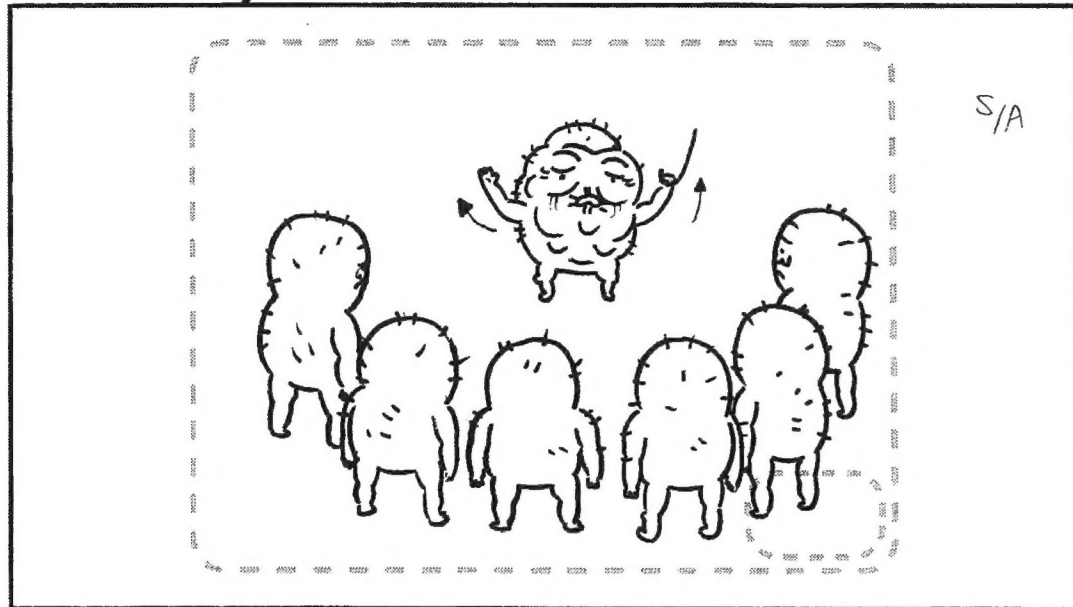
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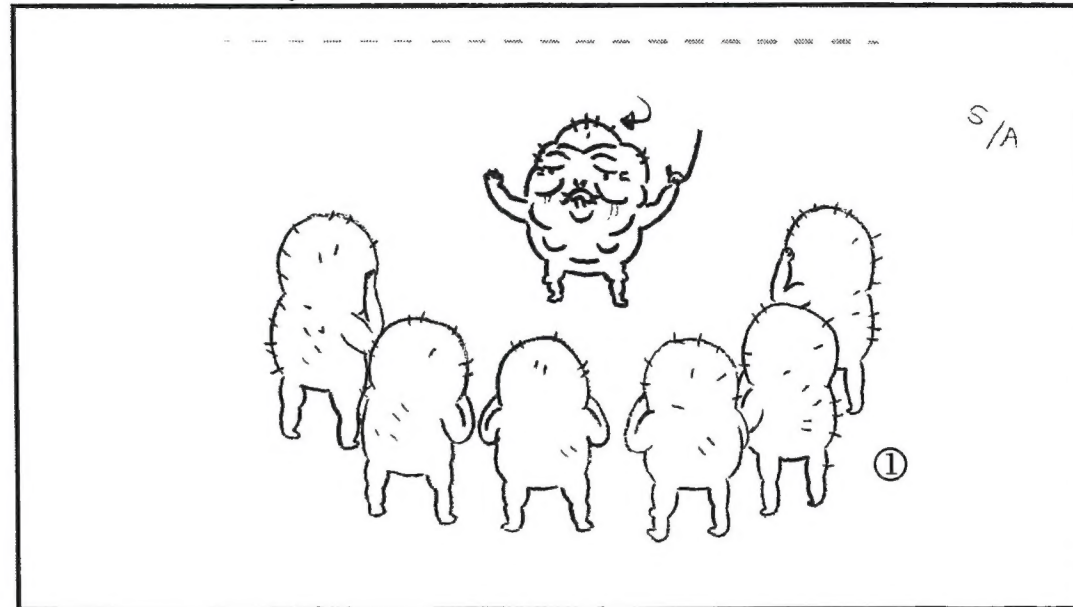


Page 07

Sc. 5 cont Pnl. C Bg. day night



Sc. 5 cont Pnl. D Bg. day night



Dialog:

E/ Remember-

E: I LOVE YOU ALL ...

MOLE
PEOPLE: [CRYING]

Action:

MOLE CHILDREN START CRYING HARDER.

Timing:



MAR 03 2015

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Production:

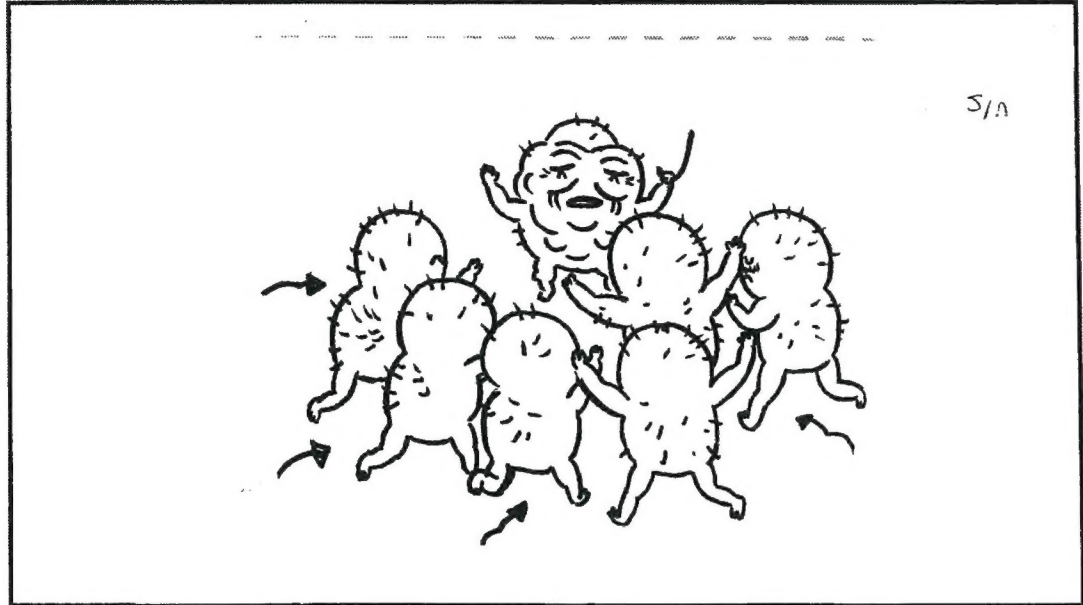
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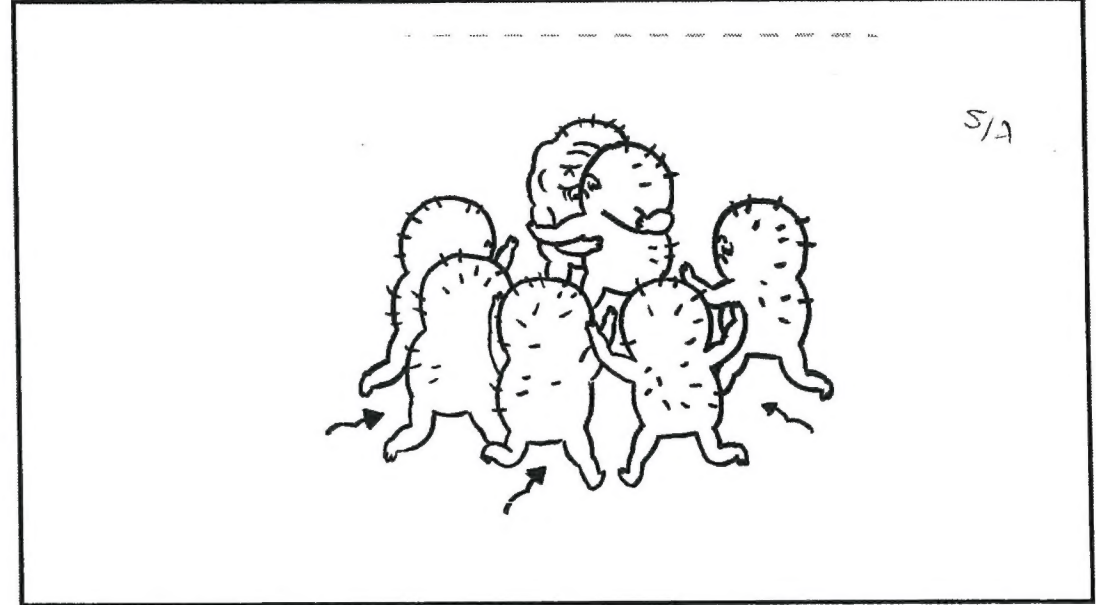
ADVENTURE TIME



Sc. *5 CONT* Pnl. *E* Bg. day night



Sc. *5 CONT* Pnl. *F* Bg. day night



Dialog:	(weeping) <u>MP:</u> ELDEROLIO!
Action:	- MORE CHILDREN RUN TOWARDS ELDEROLIO, MAR 03 2016
Timing:	

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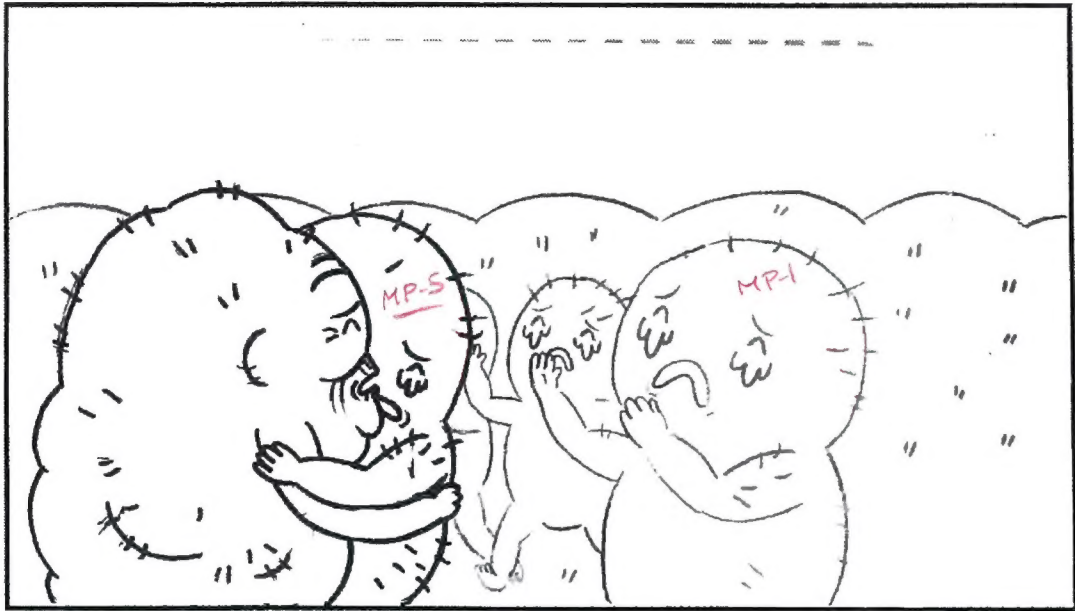
Page 09

Sc. 06

Pnl. A

Bg.

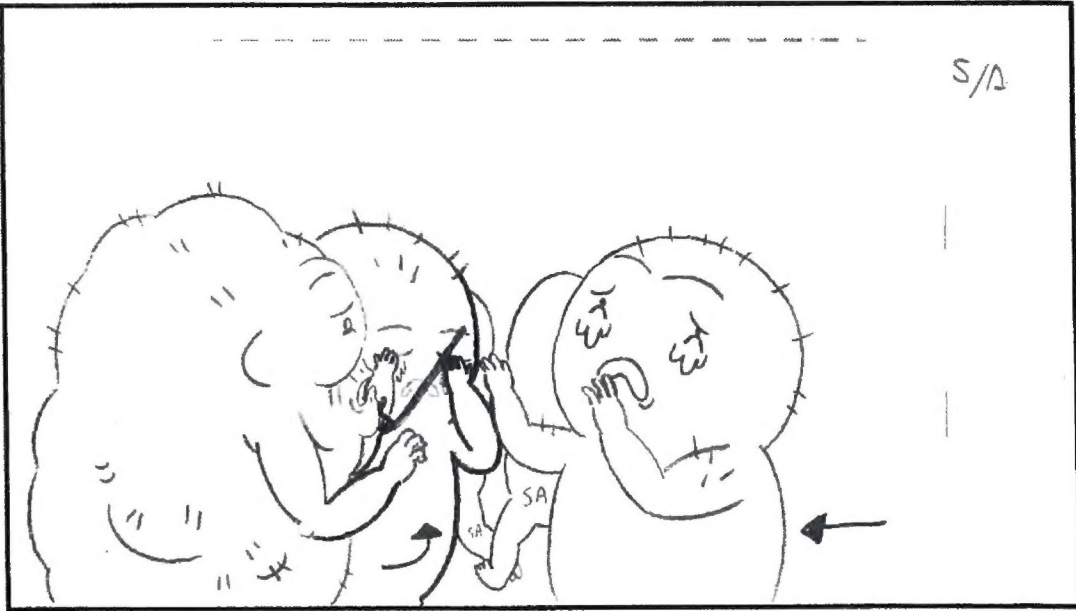
day night



Sc. 06 cont Pnl. B

Bg.

day night



Dialog:

E: YES. CRY AND HUG me.

Action:

MAR 03 2016

Timing:

1042-247

EPISODE #

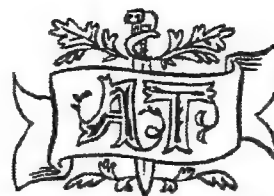
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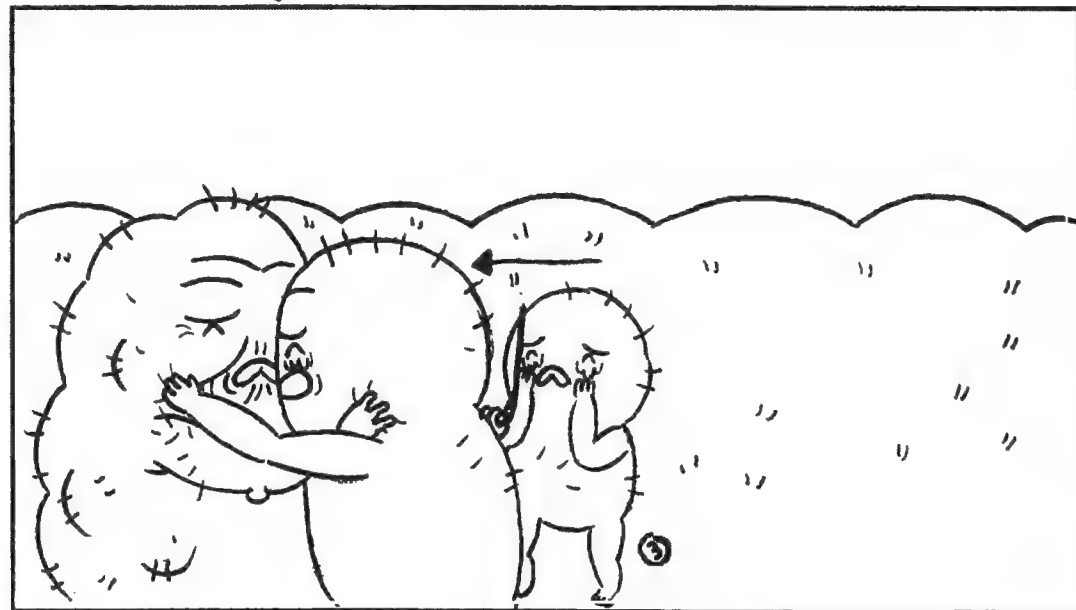


Page 10

Sc. 06 cont Pnl. C

Bg.

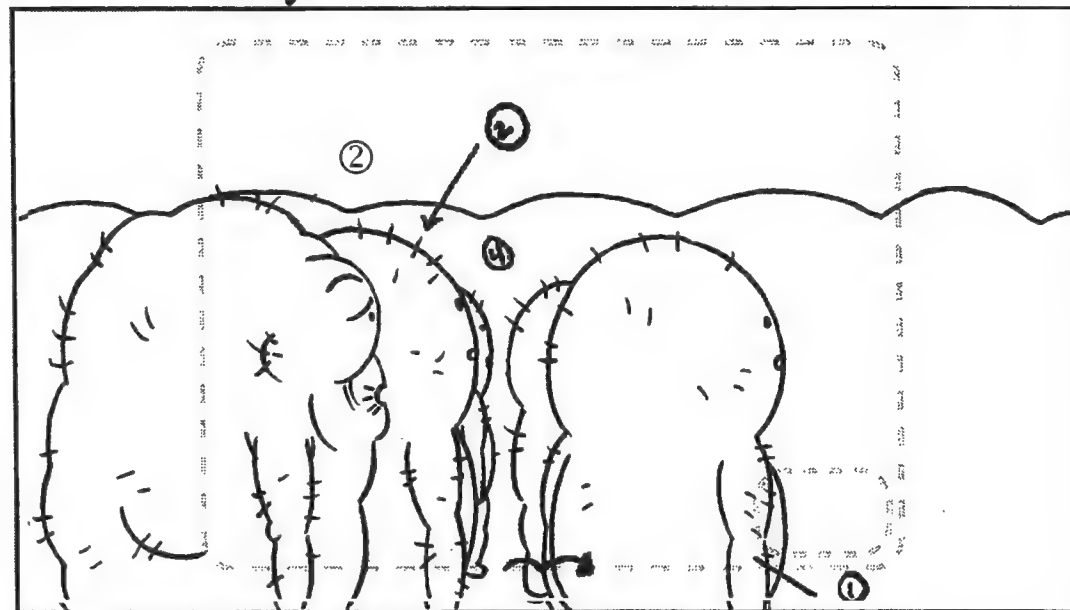
day night



Sc. 06 cont Pnl. D

Bg.

day night



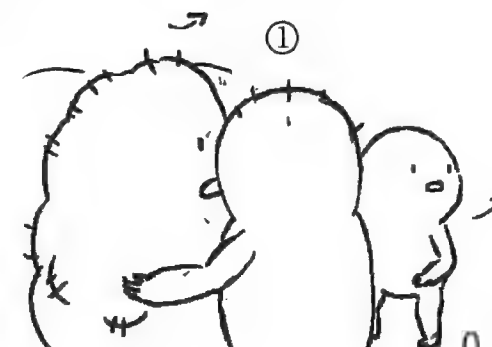
Dialog: JAMES BAXTER (EXTREMELY DISTANT) JAMES BAAXTER...

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Action:

- MORE PEOPLE LOOK TOWARDS THE HORIZON.

Timing:



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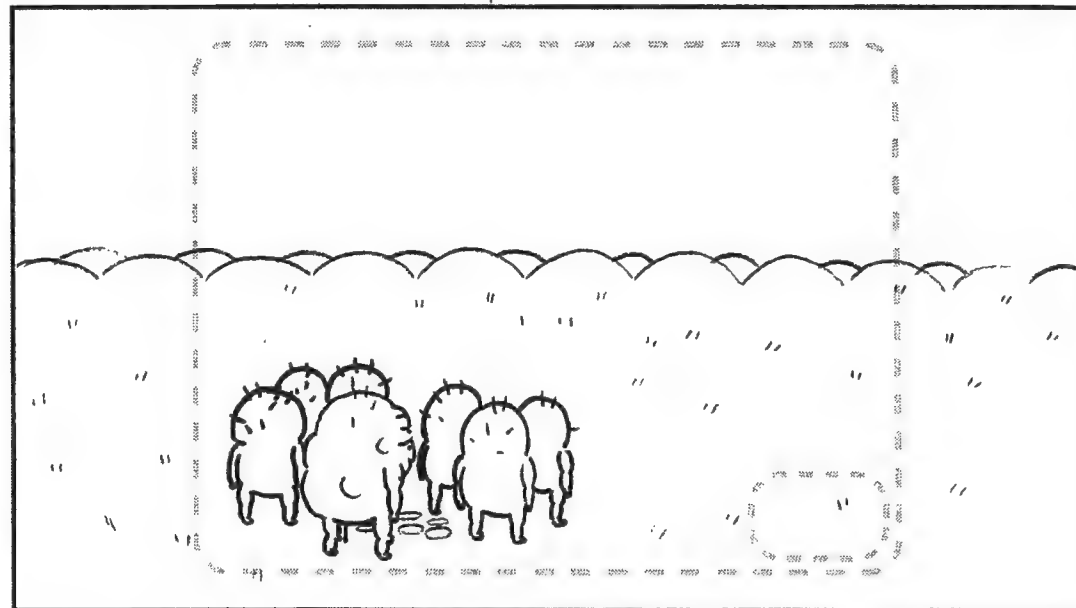
Page 11

Sc. 07

Pnl. A

Bg.

day night

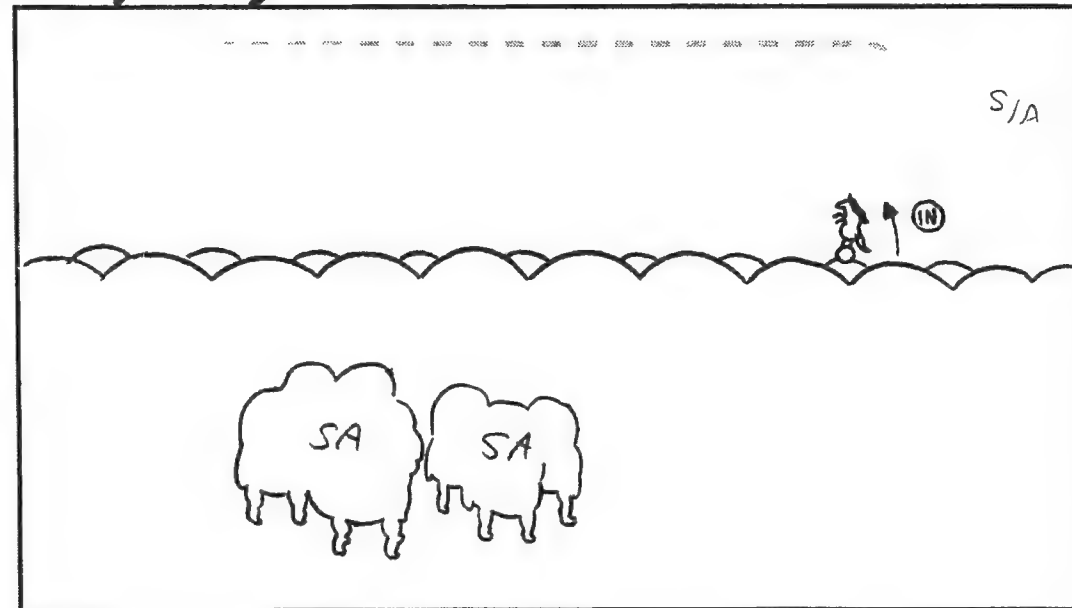


Sc. 07 cont

Pnl. B

Bg.

day night



Dialog: JB: (DISTANT) JAMES BAAAXTER.

Action: - MOLES HEAR THE SOUND OF JB APPROACHING OVER THE HILL

- JB ROLLS UP A HILL INTO VIEW.

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Timing:

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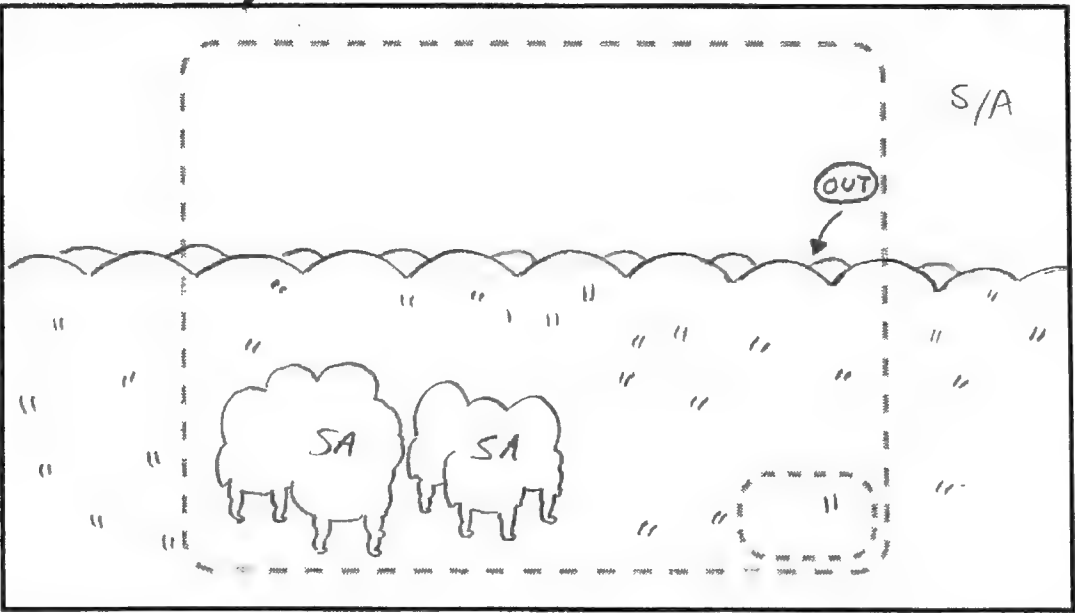
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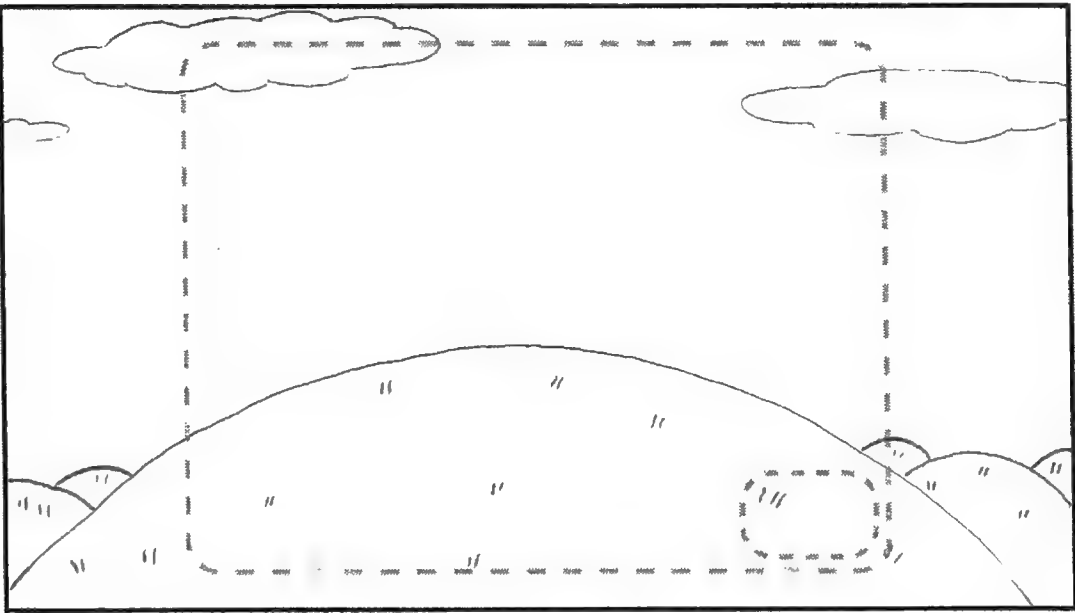
ADVENTURE TIME



Sc. 07 *cont* Pnl. C Bg. day night



Sc. 08 Pnl. A Bg. day night



Dialog:
Action: - JB ROLLS DOWN THE HILL, DISAPPEARING. BEHIND ANOTHER HILL.
Timing:

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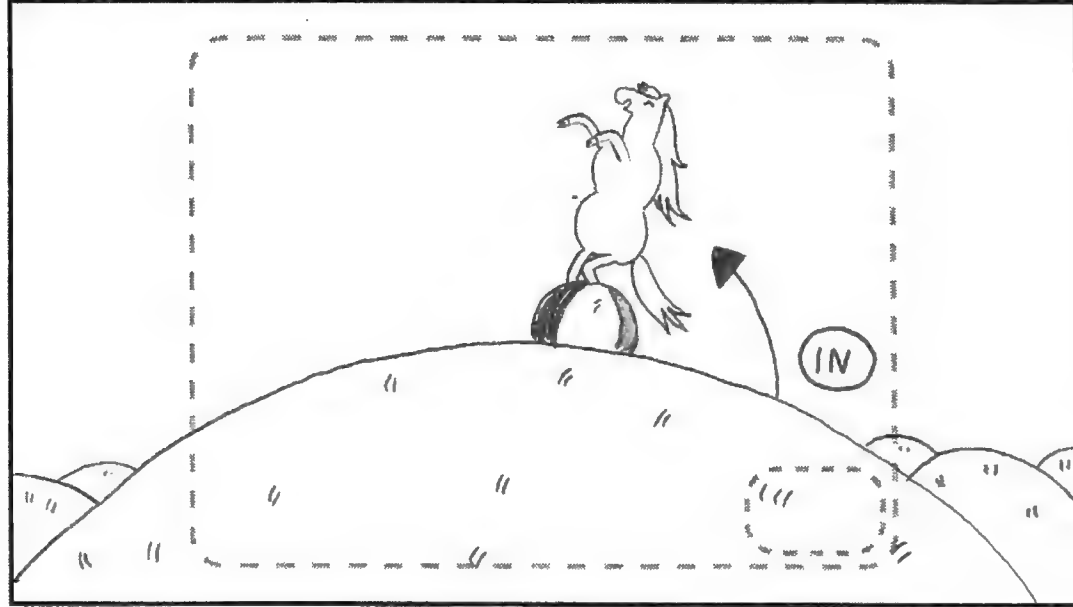


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Sc. 08 CONT Pnl. B

Bg.

day night

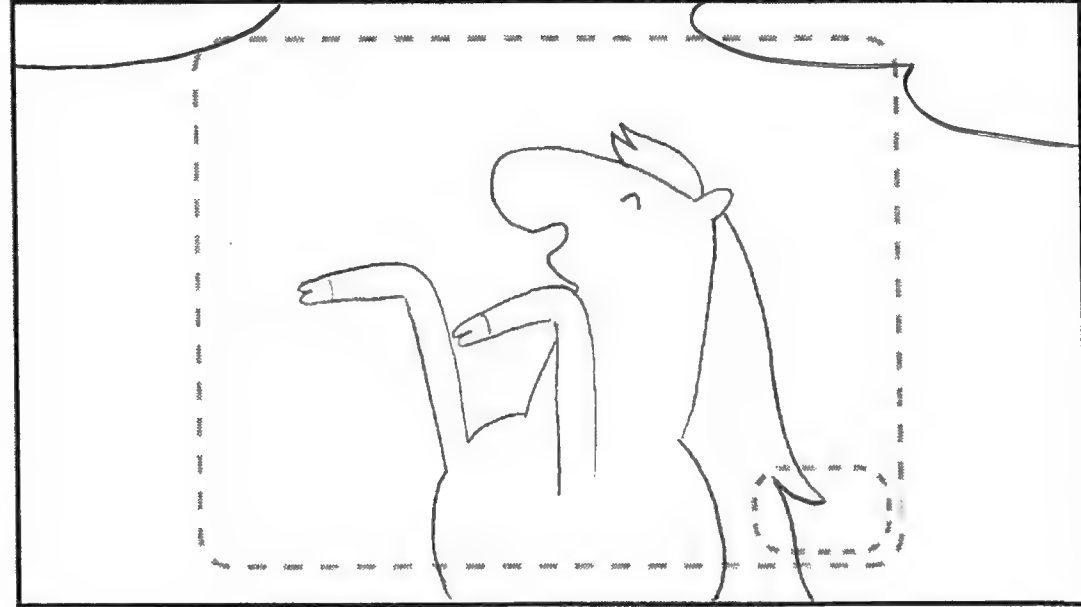


Sc. 09

Pnl. A

Bg.

day night



Dialog:

JB: JAAAMMMEESSS
BAAXXTERRRR!!!

Action:

- JB ROLLS BALL INTO VIEW.

(REUSE ANIM. FROM 'JAMES BAXTER THE HORSE')

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Timing:

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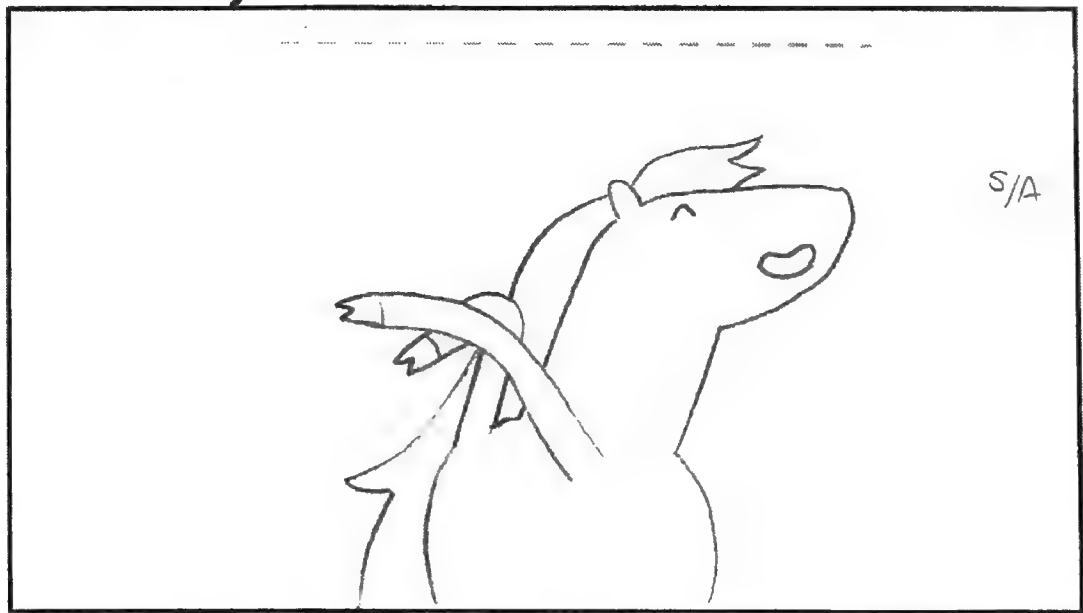
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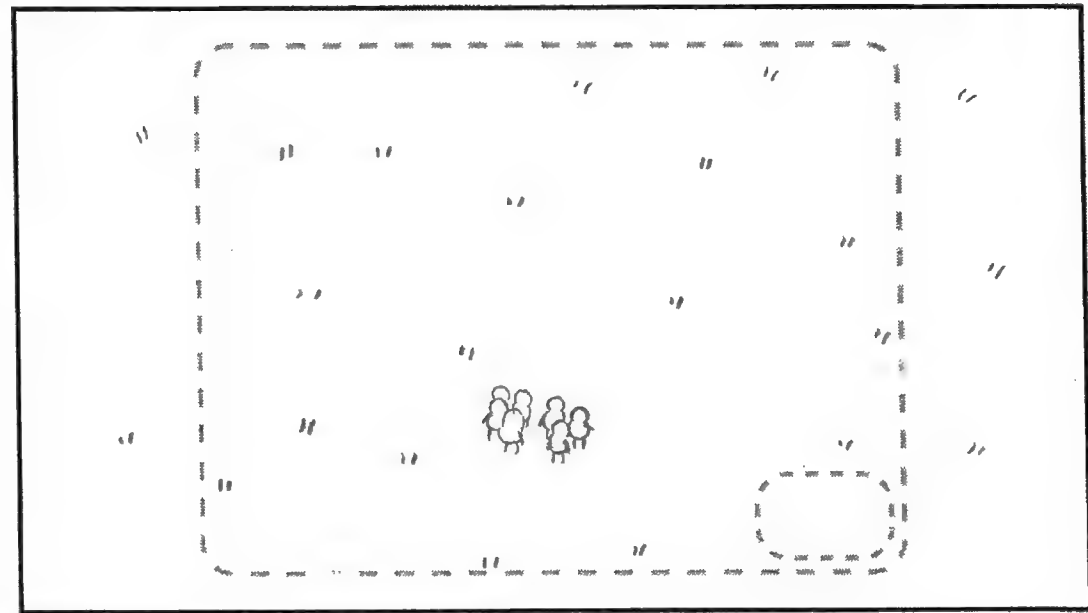
ADVENTURE TIME



Sc. 9 *cont* Pnl. B Bg. day night



Sc. 10 Pnl. A Bg. day night



Dialog:	
Action:	<p>BICYCLE PEDALING WITH ARMS.</p>
Timing:	

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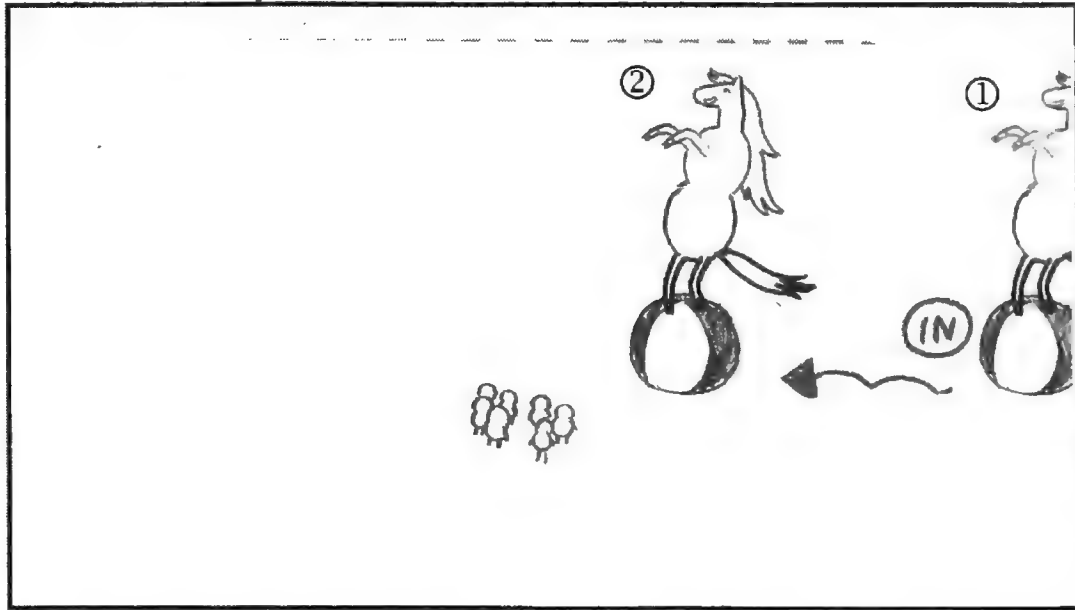


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Sc. 10 CONT Pnl. B

Bg.

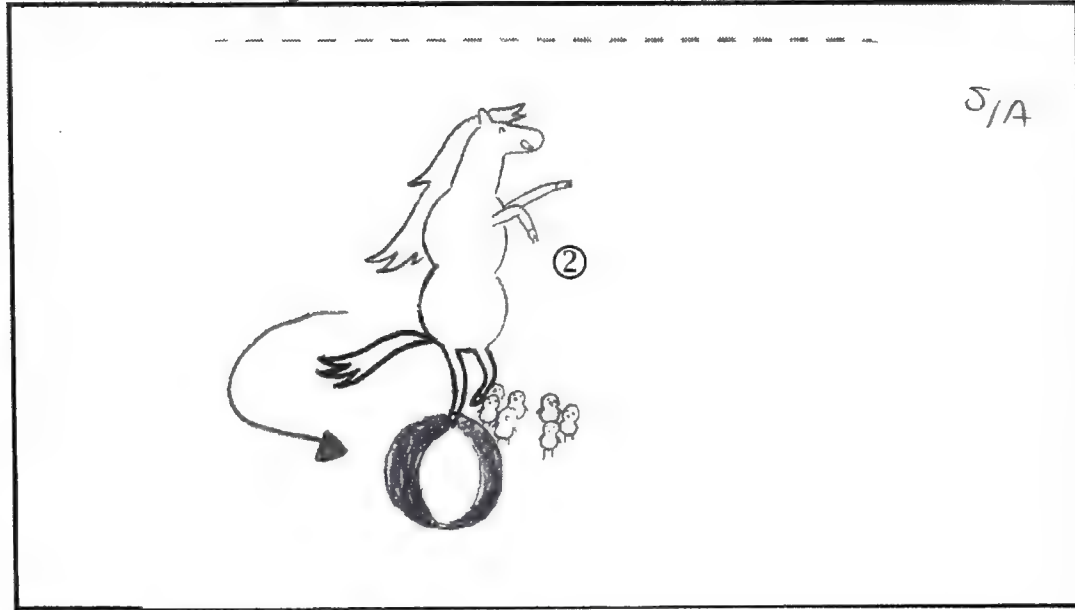
day night



Sc. 10 CONT Pnl. C

Bg.

day night



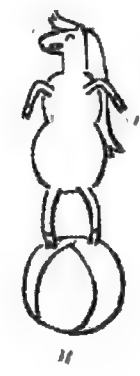
Dialog:

Action:

- JB ROLLS ON/S
(RE-USE ANIM. FROM 'JAMES BAXTER THE HORSE')

- MOLES WATCH JB
CIRCLE THEM.

Timing:



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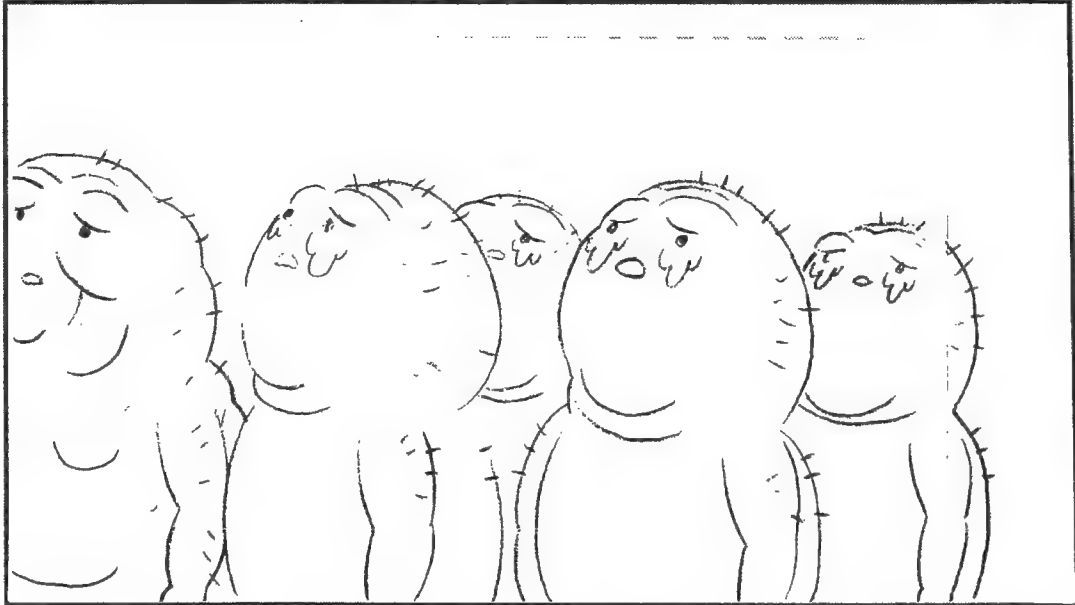


Sc. II

Pnl. A

Bg.

day night

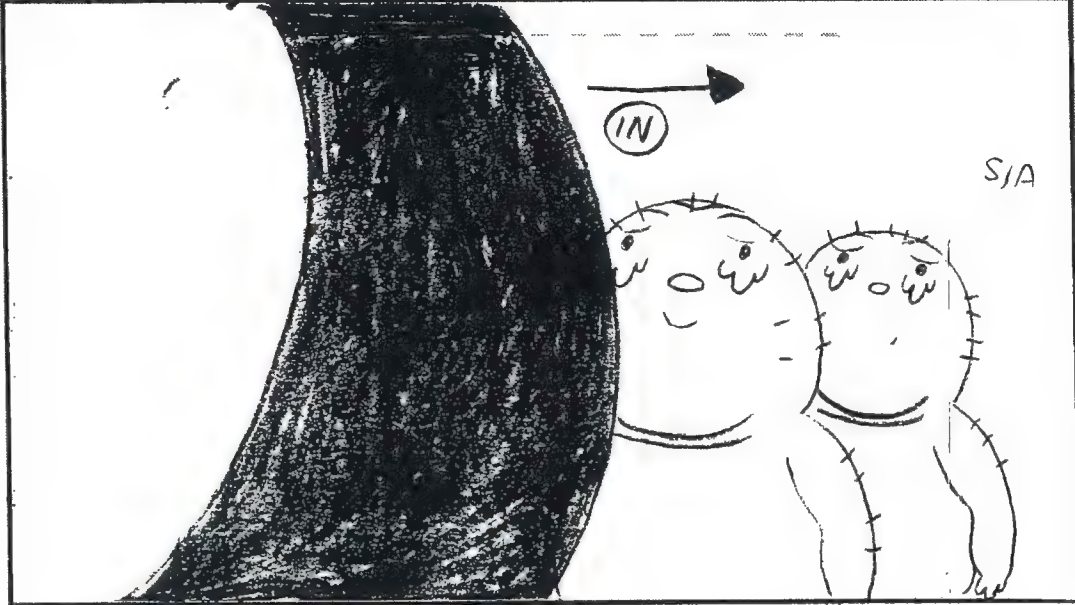


Sc. II CONT

Pnl. B

Bg.

day night



Dialog:	
Action:	- BALL ROLLS ON/5 IN FOREGROUND
Timing:	MAR 03 2016

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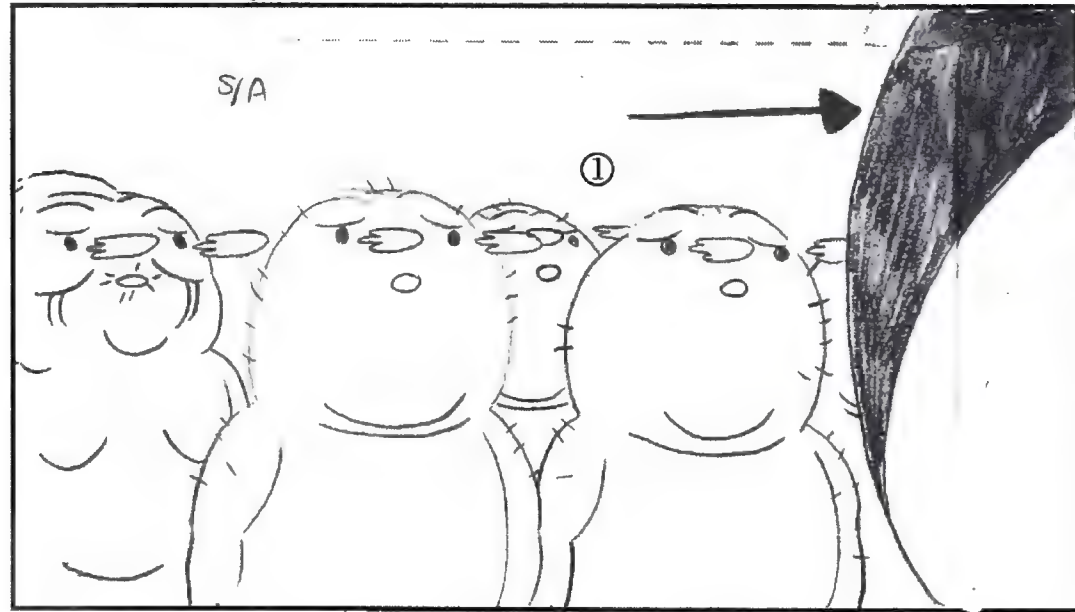


Page 17

Sc. 11 cont Pnl. C

Bg.

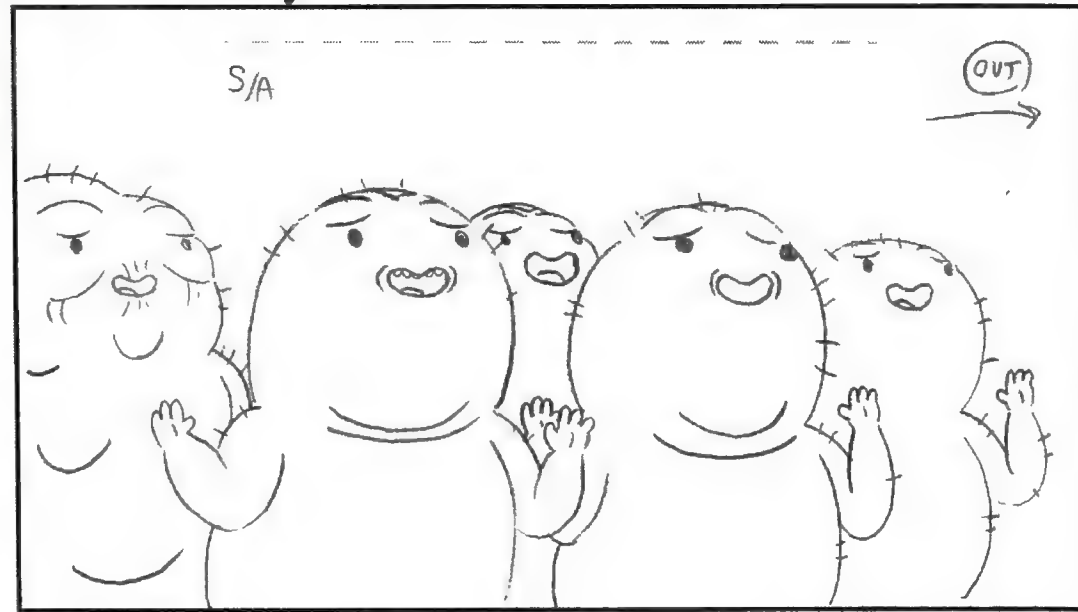
day night



Sc. 11 cont Pnl. D

Bg.

day night



Dialog:

SFX: * BOOM *

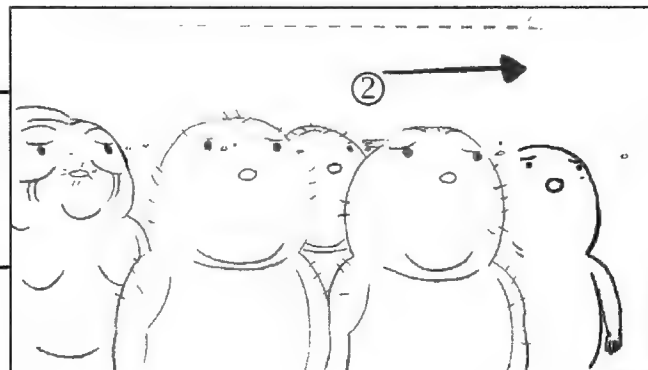
MOLE PEOPLE: HA HA HAHA

Action: - MOLE PEOPLE TEARS ARE BLOWN OFF THEIR FACES.

- BALL ROLLS OFF/S.

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Timing:



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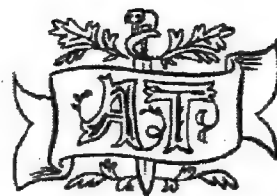
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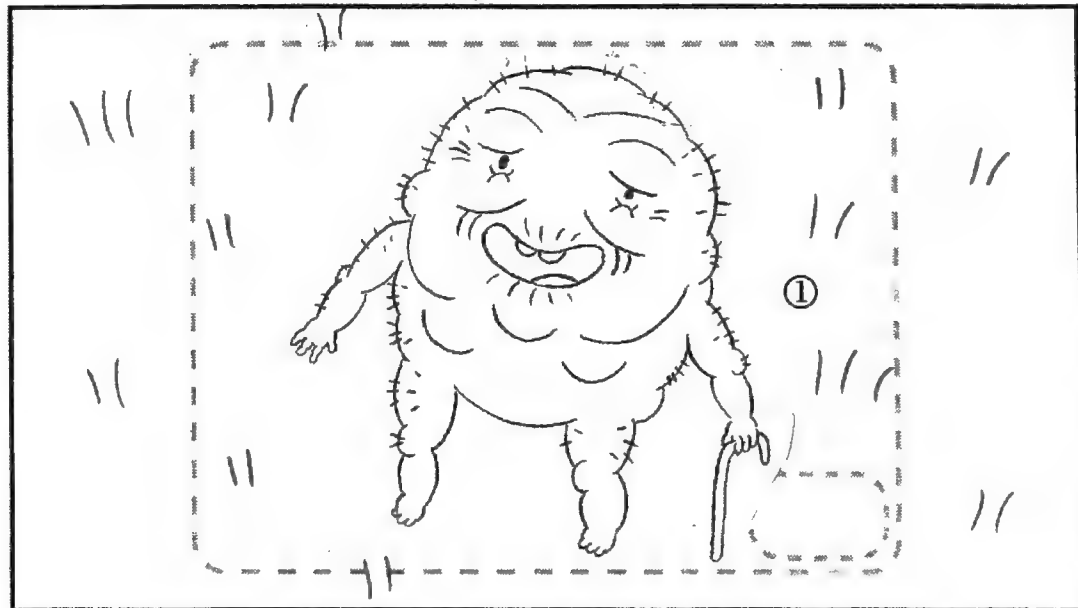
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Sc. 12

Pnl. A

Bg.

day night

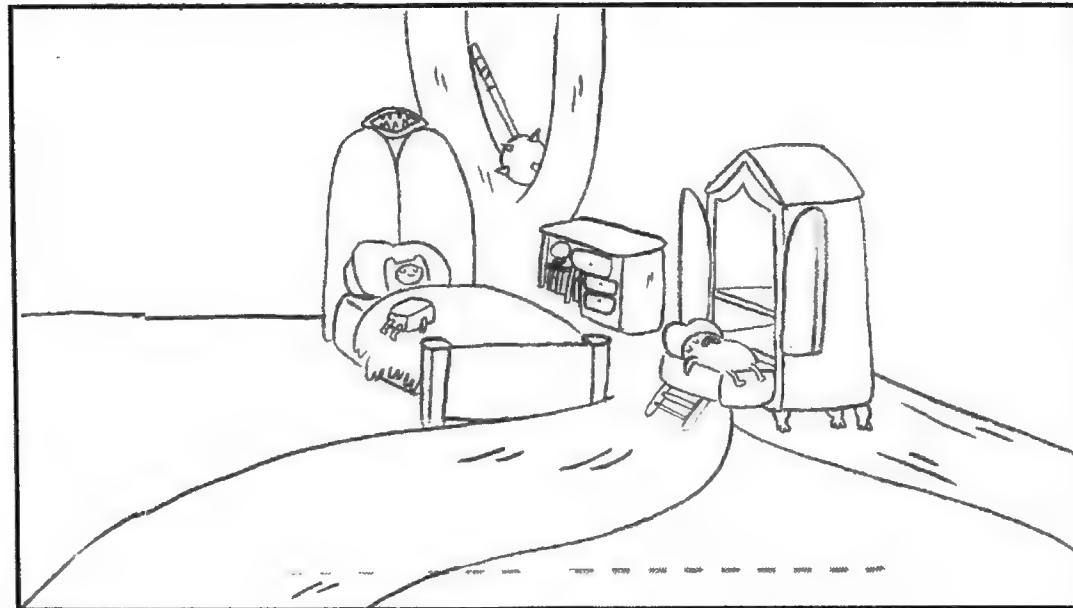


Sc. 13

Pnl. A

Bg.

day night



Dialog:

ELDEROLIO: [LAUGHING]

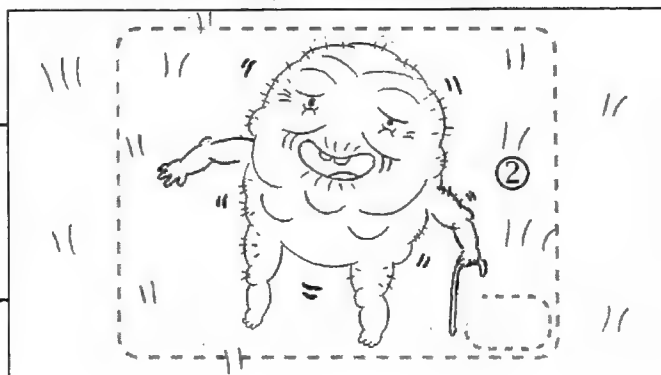
JB: (O/S) JAAAMMESSS BAXXTER

Action:

- ELDEROLIO SMILING AND LAUGHING.

- FINN, JAKE AND BMO SLEEPING.

Timing:



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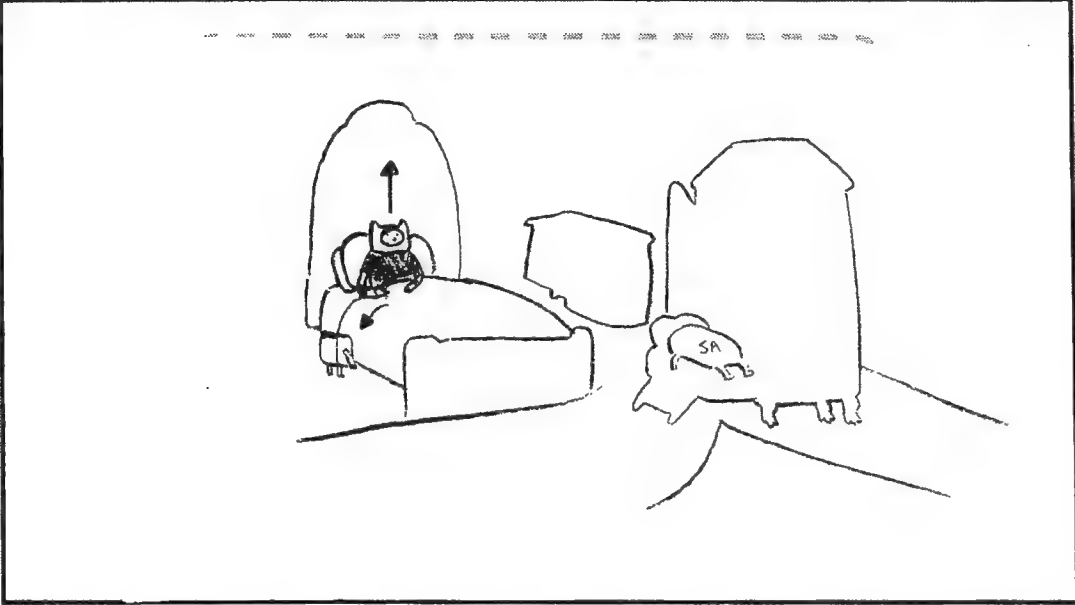
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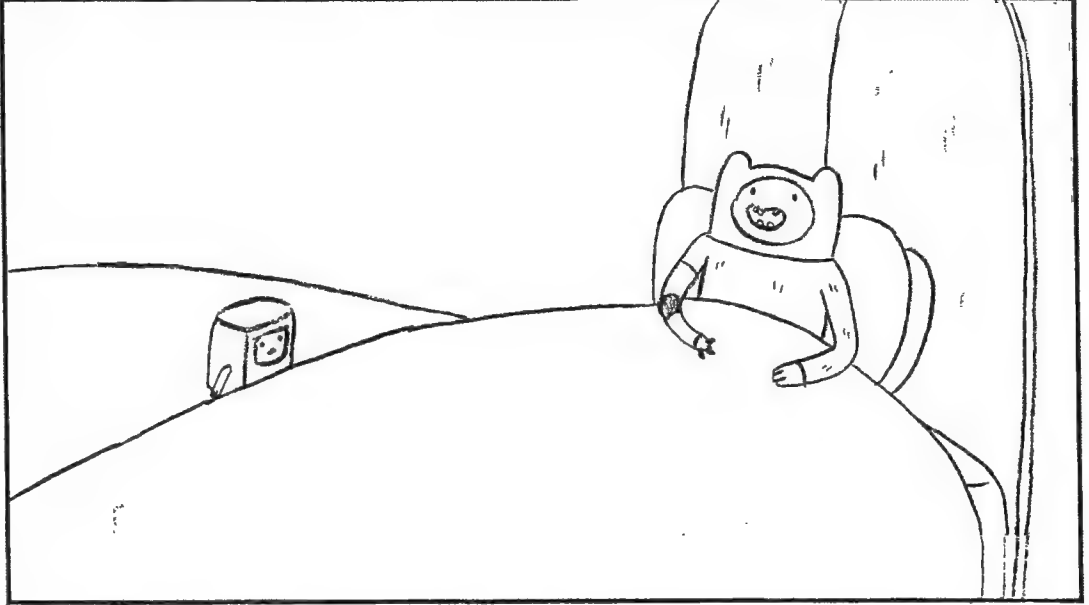
ADVENTURE TIME



Sc. 13 *cont* Pnl. B Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:	<p><i>SFX: * SHFF *</i></p> <p>(F) JAMES BAXTER</p>
Action:	<p><i>- FINN SITS UP. BMO FALLS OFF BED.</i></p> <p>MAR 03 2016</p>
Timing:	

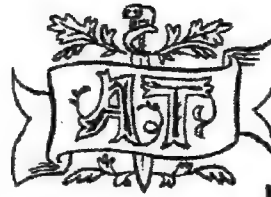
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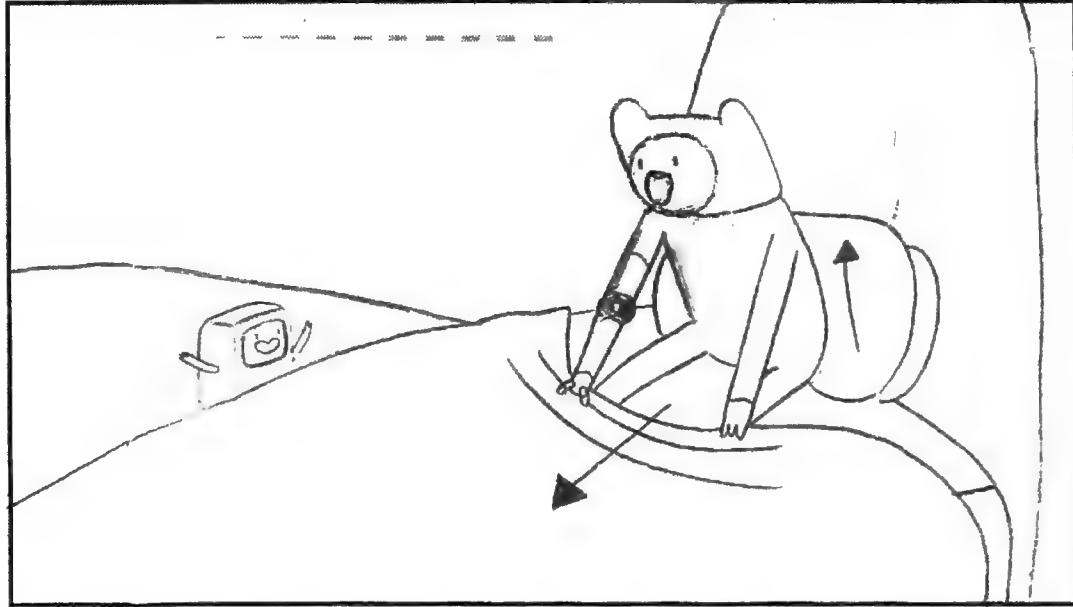


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Sc. 14 cont Pnl. B

Bg.

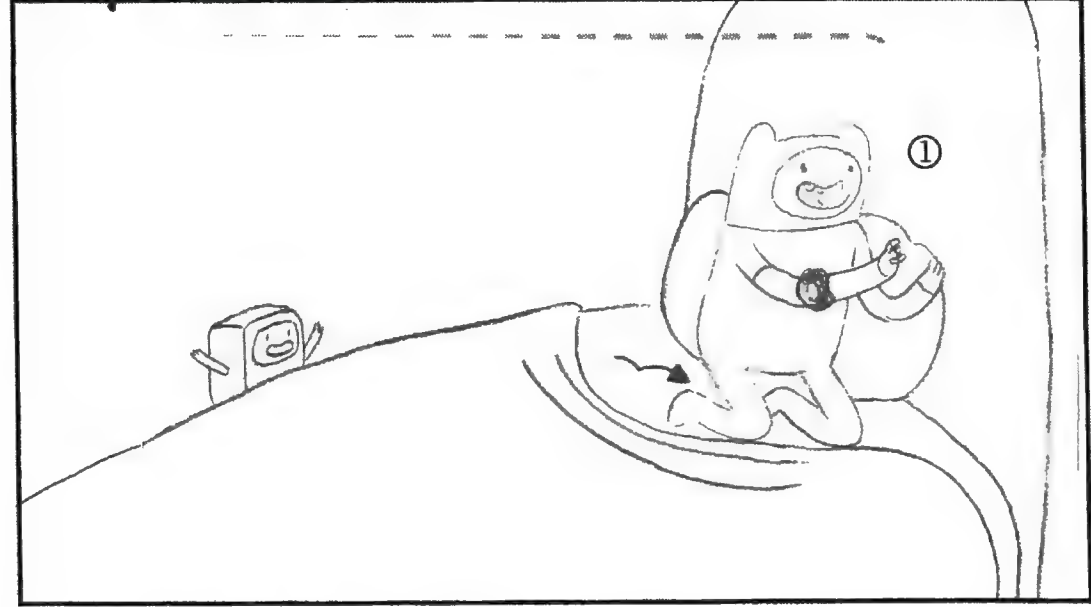
day night



Sc. 14 cont Pnl. C

Bg.

day night



Dialog: BMO: IT'S JAMES BAXTER!/? Yay!

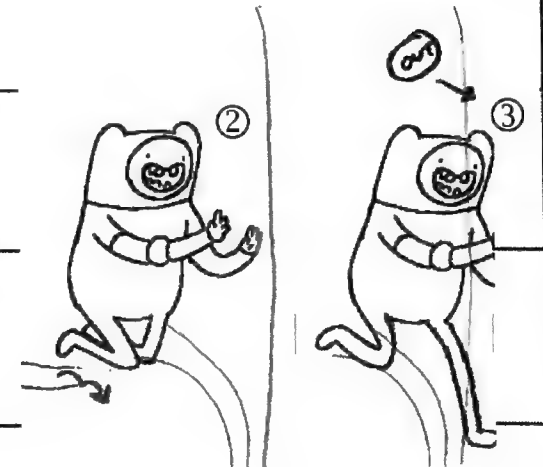
BMO: HE MAKES ME SO--

Action: - BMO TURNS ON.

- FINN SCOOTs OFF/S.

Timing:

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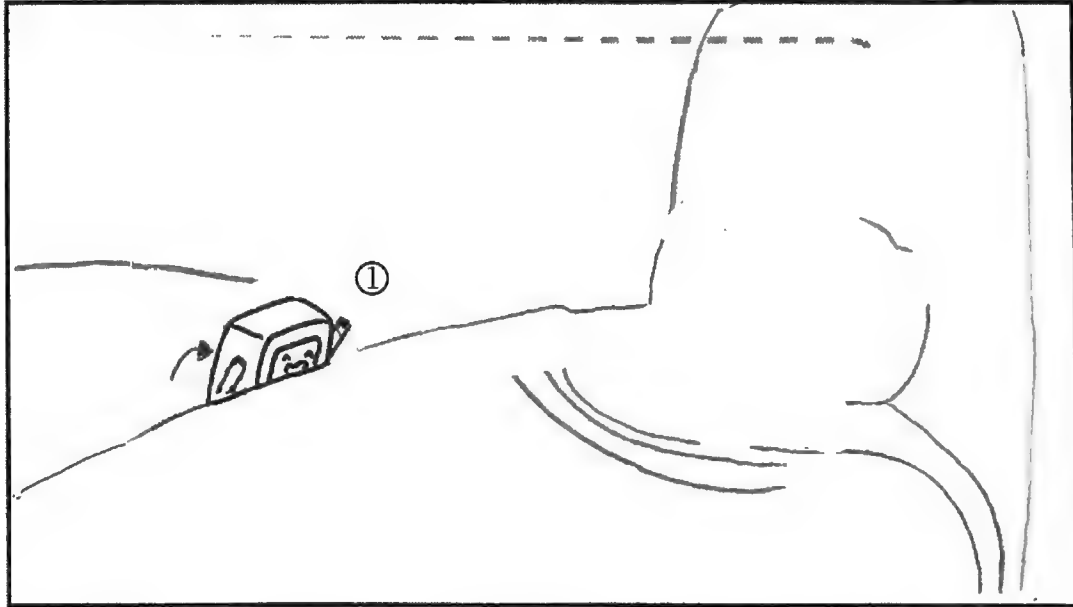


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Sc. 14 cont Pnl. D

Bg.

day night

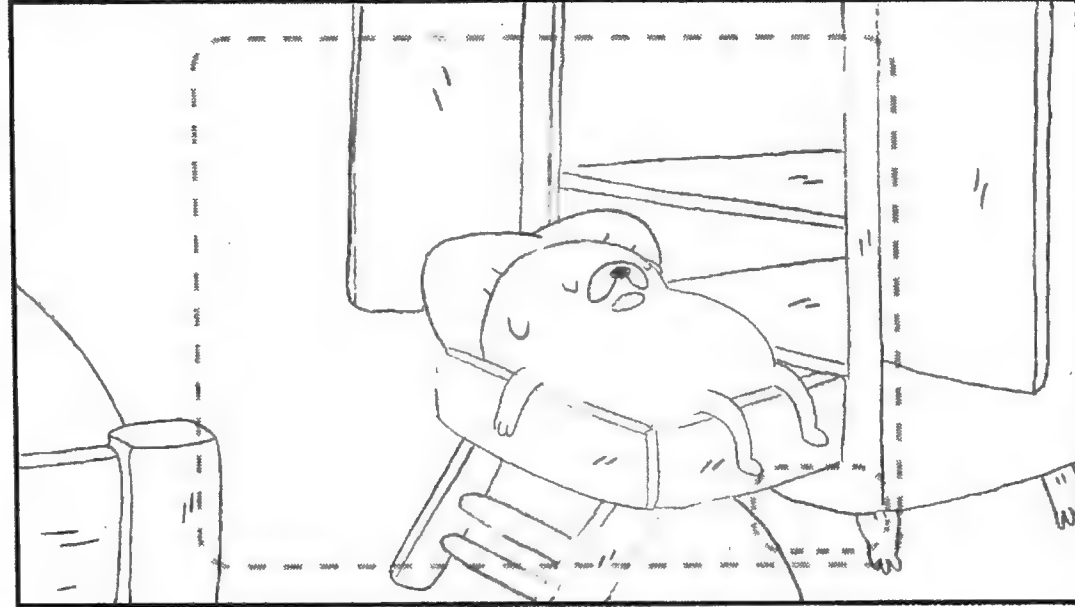


Sc. 15

Pnl. A

Bg.

day night



Dialog:

BMO: HAAAPPY!

Action:

- BMO HITS BED REPEATEDLY.



JAKE SLEEPING.

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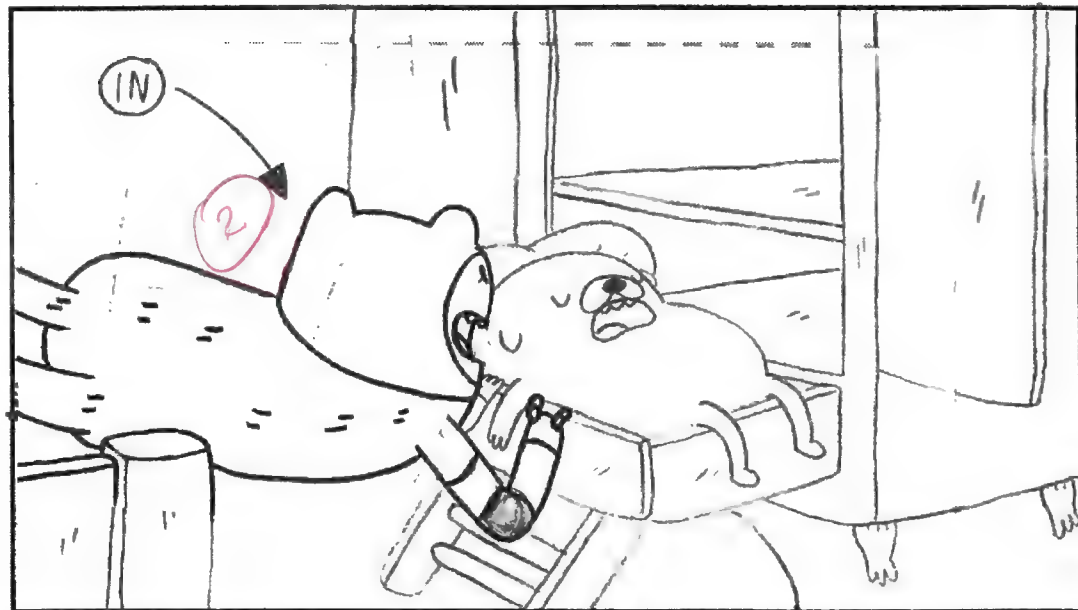


Page 22

Sc. 15 cont Pnl. B

Bg.

day night



Sc. 15 cont Pnl. C

Bg.

day night



Dialog: F: JAAAAA--

Action: - FINN LEANS ON/IS, AND GRABS EDGE OF JAKE'S BED.

Timing:



F: AAAA MMEESSS!!

FINN SHAKES JAKE.

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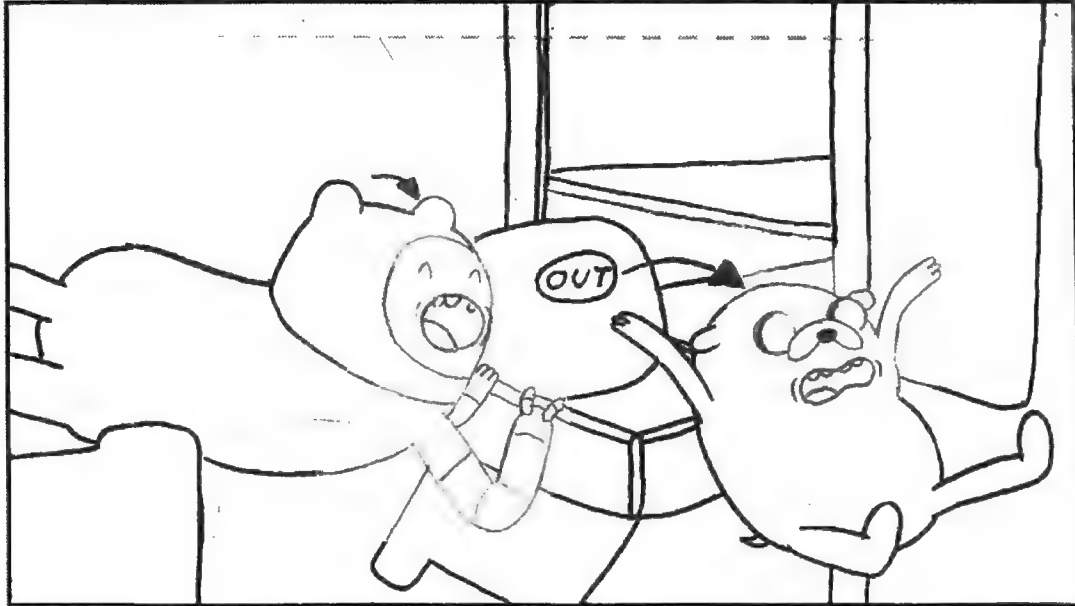


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Sc. 15 cont Pnl. D

Bg.

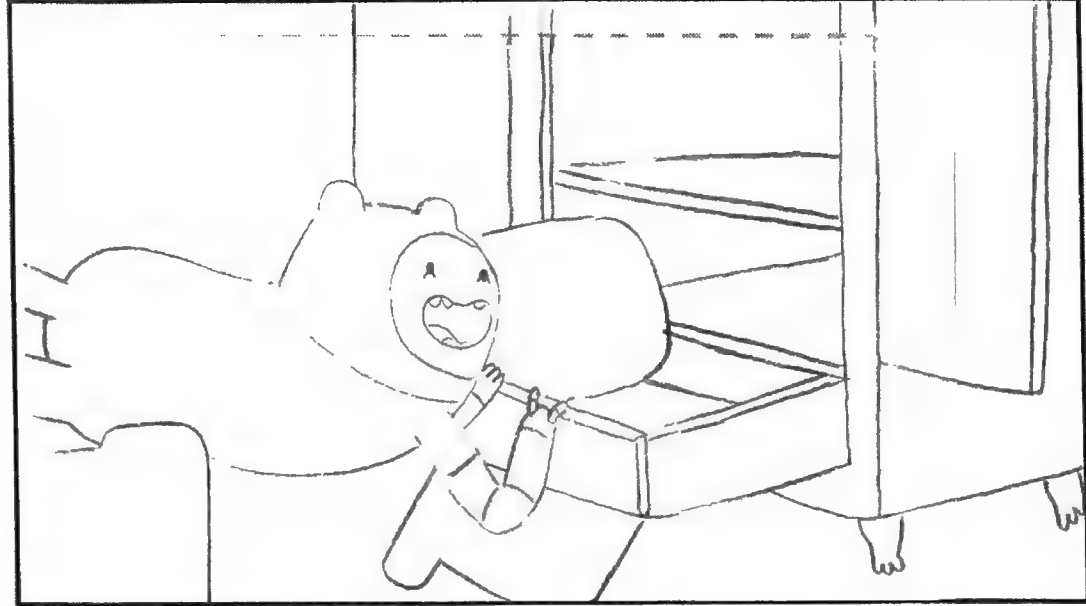
day night



Sc. 15 cont Pnl. E

Bg.

day night



Dialog: F: BAAAXXXX --

F: TEEERRRRR!!

Action: -FINN SHAKES JAKE OUT OF BED.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME

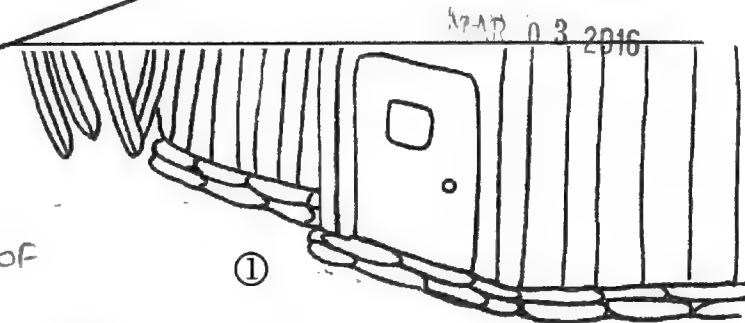
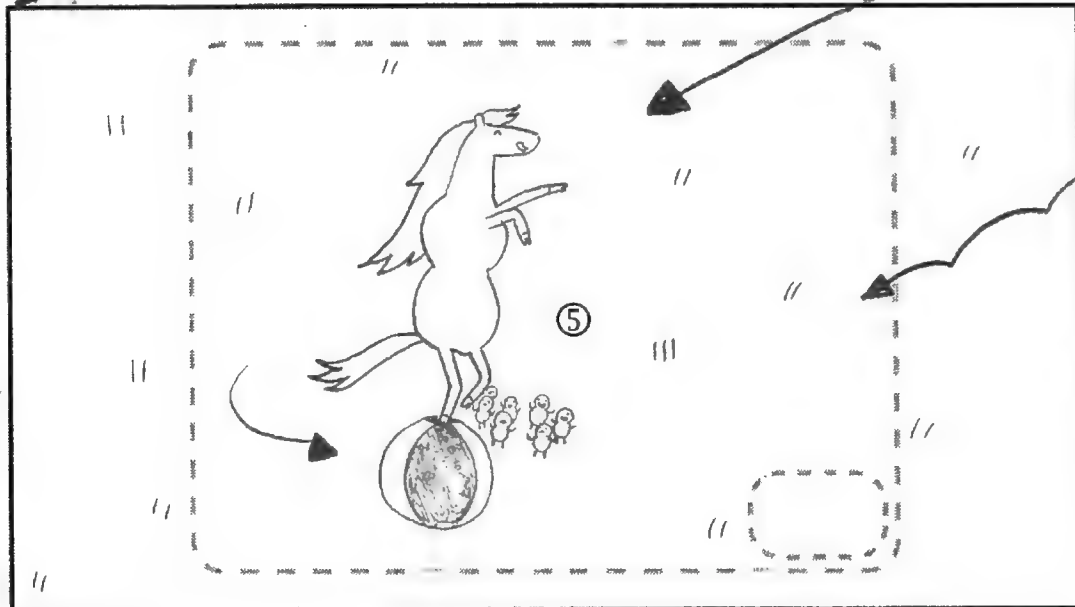
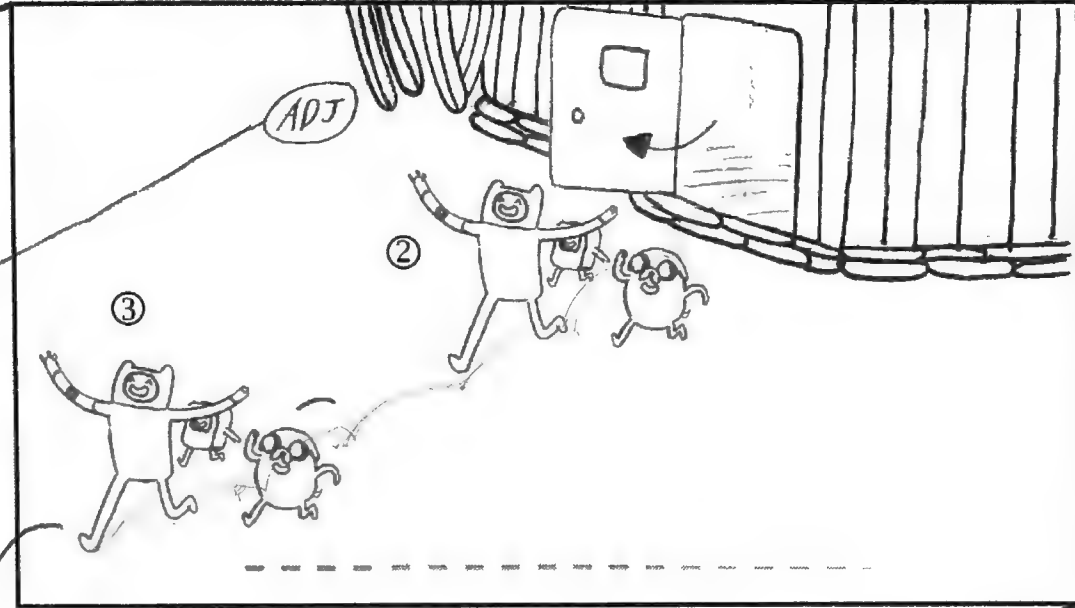
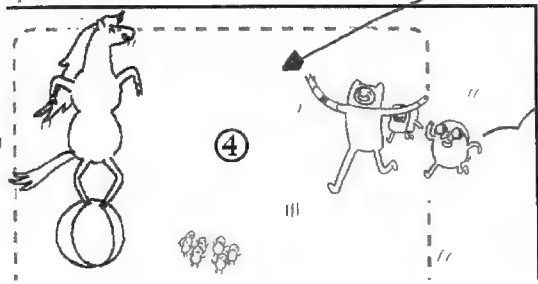


Sc. 16

Pnl. A

Bg.

Page 24
day night



Timing:

STOP

- F, J, BMO RUN OUT OF DOOR.
- PAN TO JB ROLLING AROUND

MOLE PEOPLE

EPISODE # 1042-247

START

Production:

1042 247

1042 247

12-AP 03-2016

1042 247

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ADVENTURE TIME

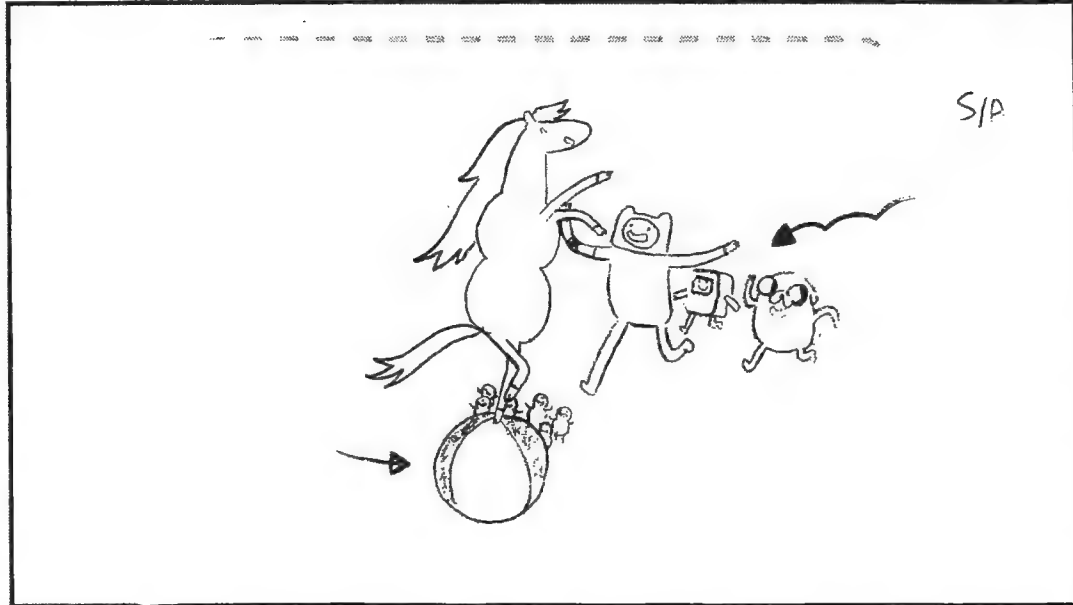


Page 25

Sc. 16 cont Pnl. B

Bg.

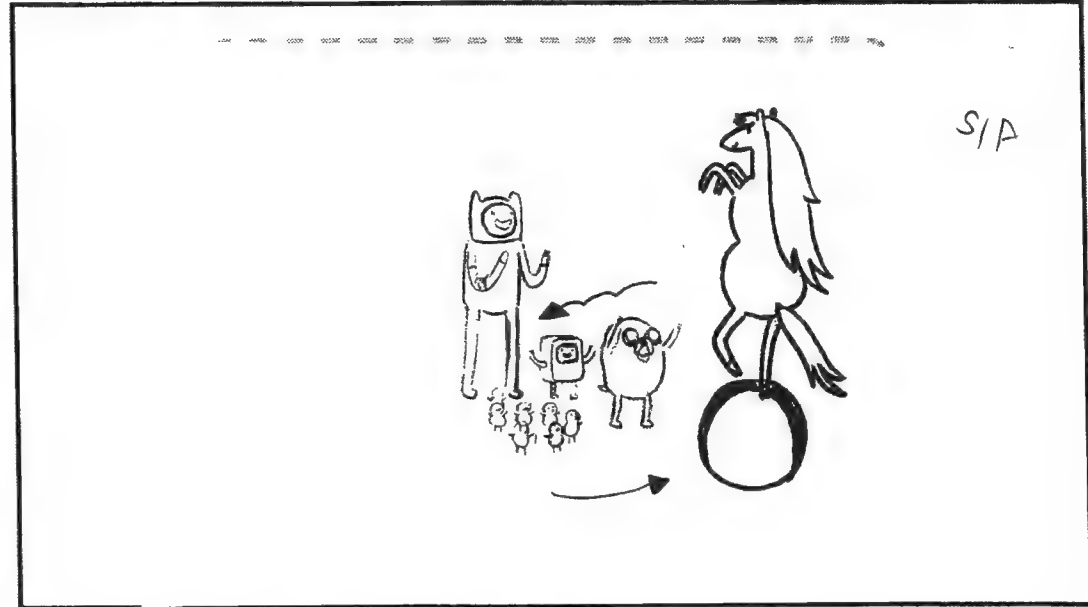
day night



Sc. 16 cont Pnl. C

Bg.

day night



Dialog:

F, J, BMO: [LAUGHING]

Action:

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

ADVENTURE TIME

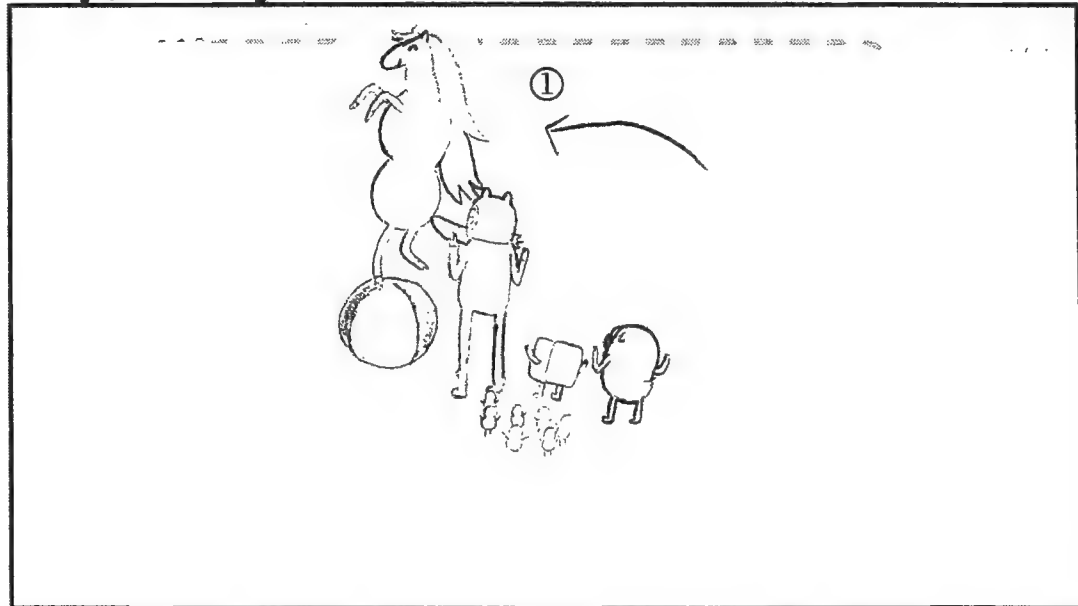


Page 26

Sc. 16 cont Pnl. D

Bg.

day night

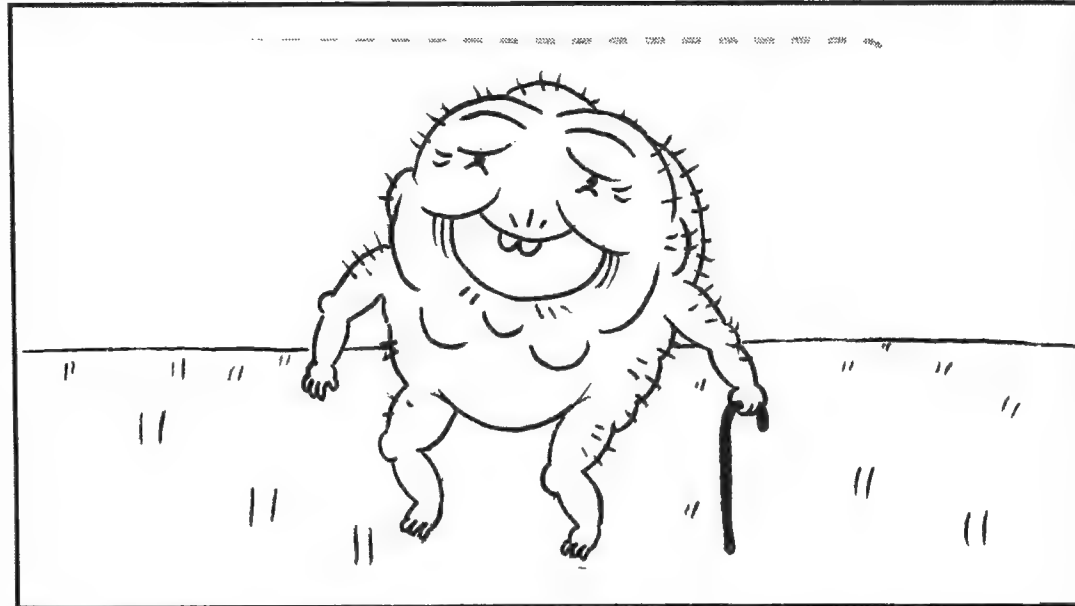


Sc. 17

Pnl. A

Bg.

day night



Dialog:

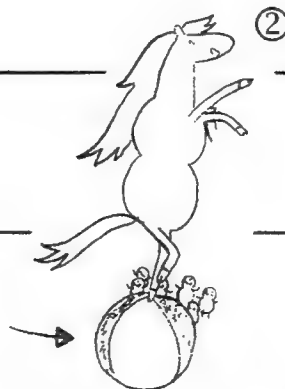
ALL: [LAUGHING]

E: HA HA HA-

Action:

- EJ, BMO TURN TO TRACK JB.

Timing:



MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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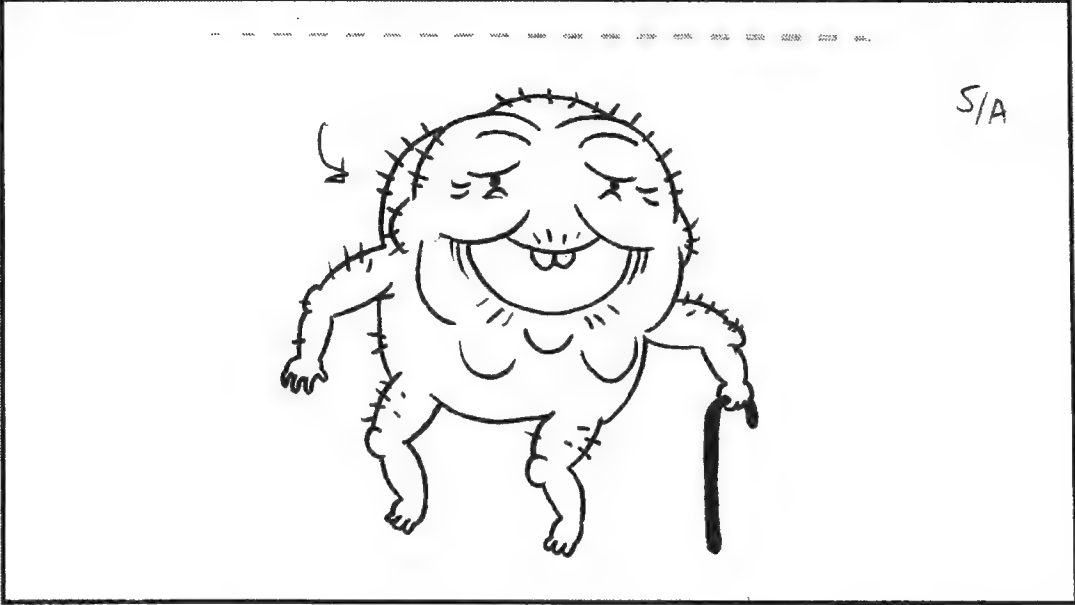
ADVENTURE TIME



Sc. 17 *cont* Pnl. B

Bg.

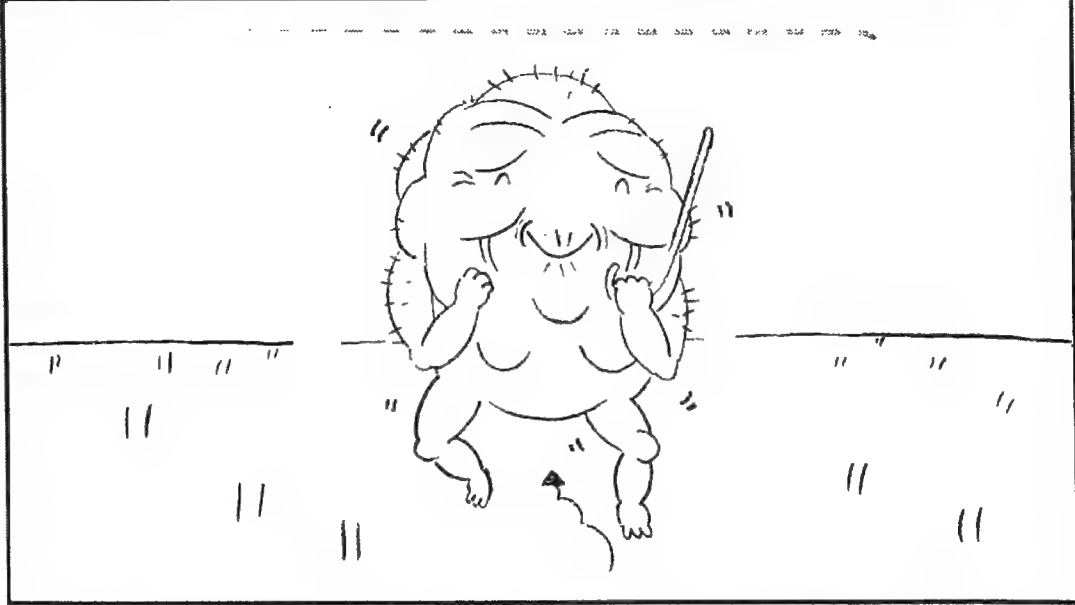
day night



Sc. 17 *cont* Pnl. C

Bg.

day night



Dialog:	<u>E</u> : Thank you James Baxter! NOW I CAN EXPLODE A HAPPY mole MAN.
Action:	- E. STEPS BACK
Timing:	MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

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ADVENTURE TIME



Page 28

Sc. 17 cont Pnl. D

Bg.

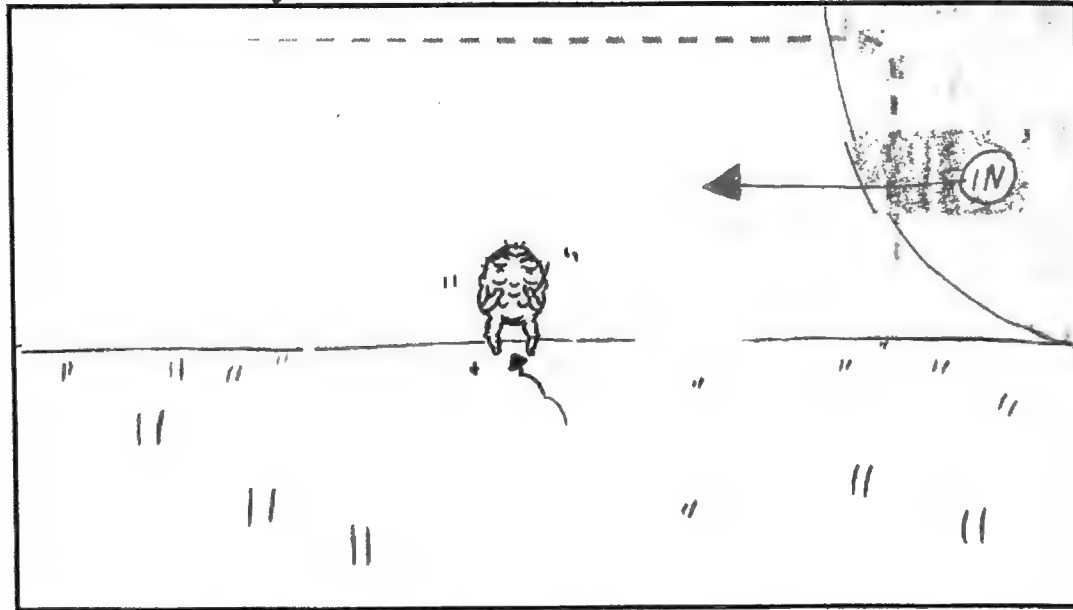
day night



Sc. 17 cont Pnl. E

Bg.

day night



Dialog:

Action:

- E. WALKS BACK AWAY FROM CAM.

- BALL ROLLS ON/S.

MAR 03 2016

Timing:

1042-247

EPISODE #

1042 247

Production:

1042 247

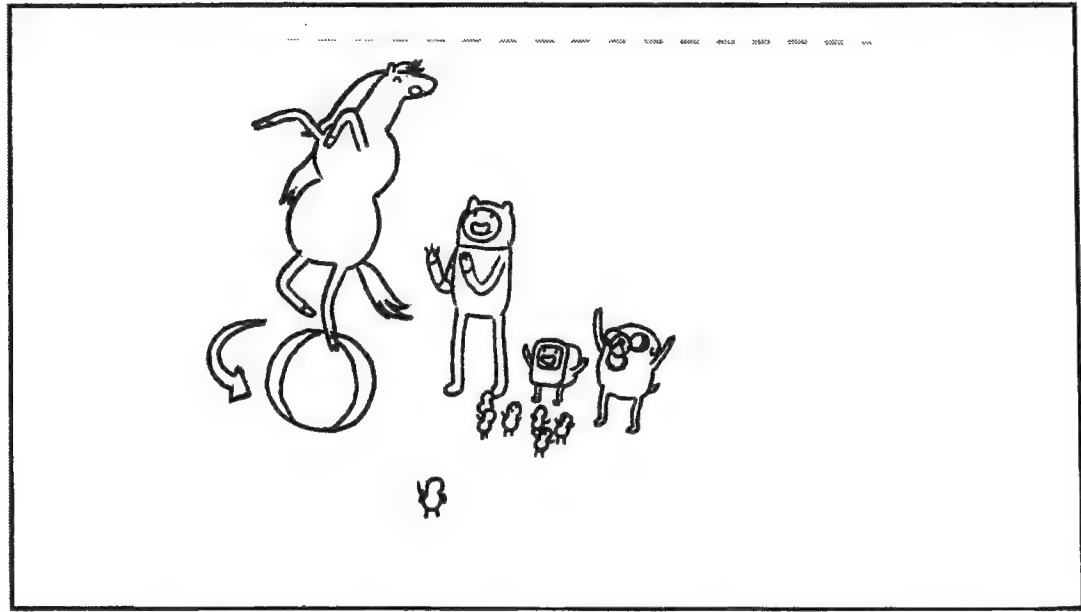
1042 247

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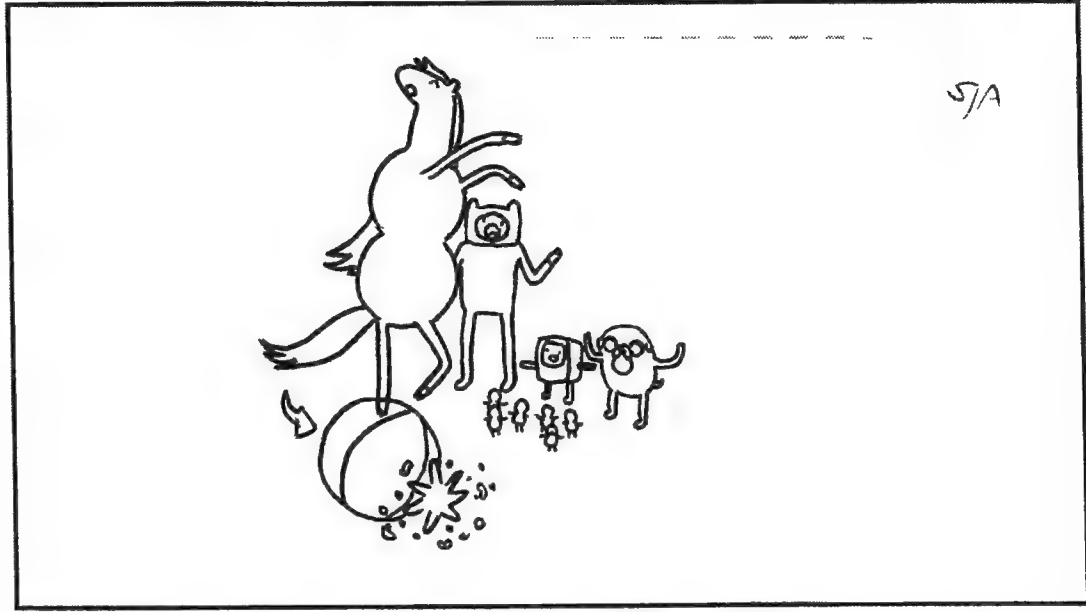
ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night



Sc. 18 *cont* Pnl. B Bg. day night



Dialog:	<u>JB:</u> JAMES BAXT--	<u>SFX:</u> * KA-BOOM! *
Action:	- ELDEROLIO EXPLODES.	
Timing:	MAR 03 2016	

EPISODE # 1042-247

Production:

1042 247

1042 247

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ADVENTURE TIME



Sc. 18 cont Pnl. C Bg. day night

S/A

Sc. Pnl. Bg. day night

Dialog:

SFX: * POP! *

Action:

BEACH BALL EXPLODES

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

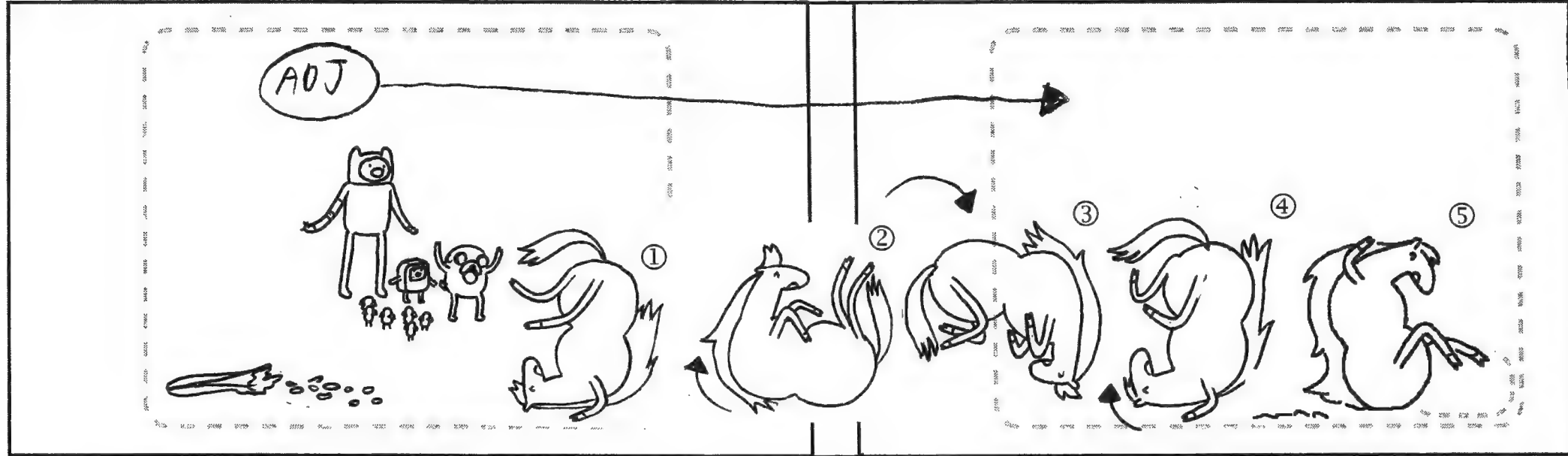
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ADVENTURE TIME



Page 31

Sc. 18 cont Pnl. D Bg. day night Sc. Pnl. Bg. day night



Dialog:

SFX: * THMP-THMP-THMP *

Action: - SENDS JAMES BAXTER TUMBLING.
- PAN W/ JB.



Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

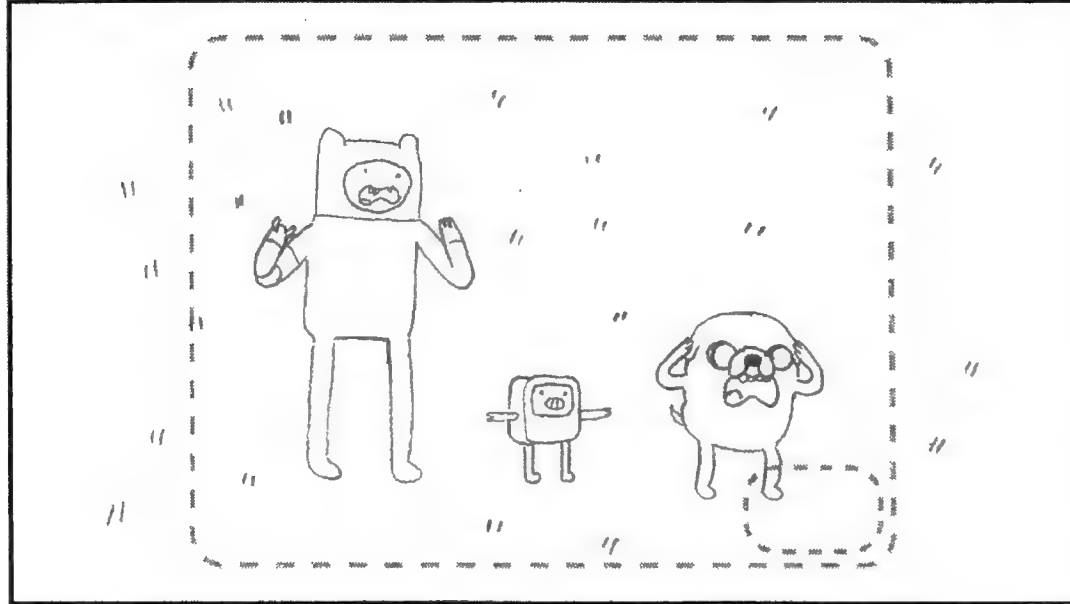
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ADVENTURE TIME

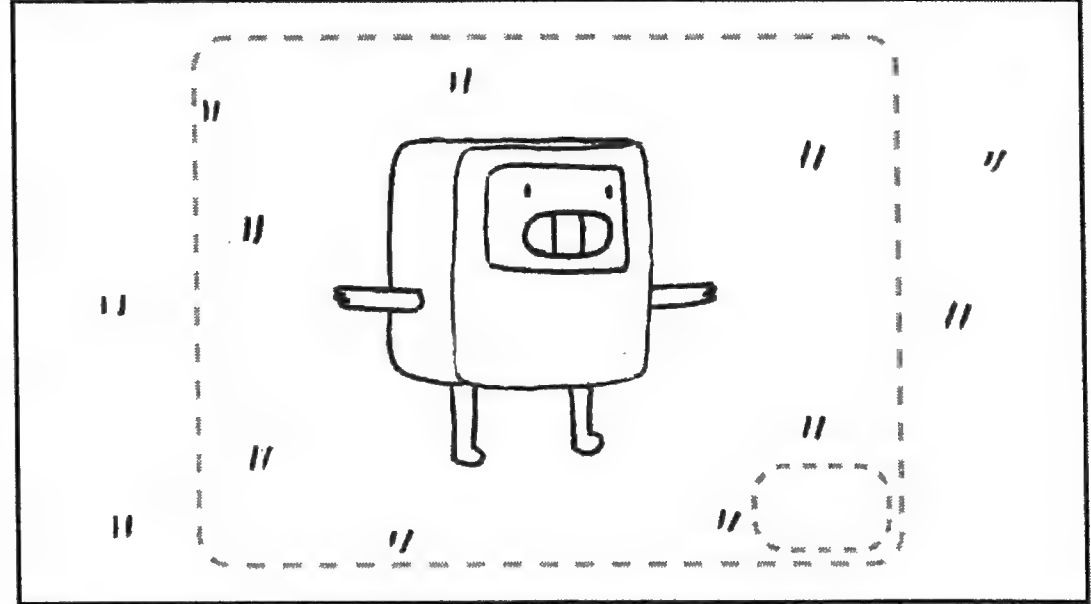


Page 32

Sc. 19 Pnl. A Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:	<u>F, J, B:</u> [GASP]	
Action:	FINN, JAKE AND BMO ARE HORRIFIED	MAR 03 2016
Timing:		

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

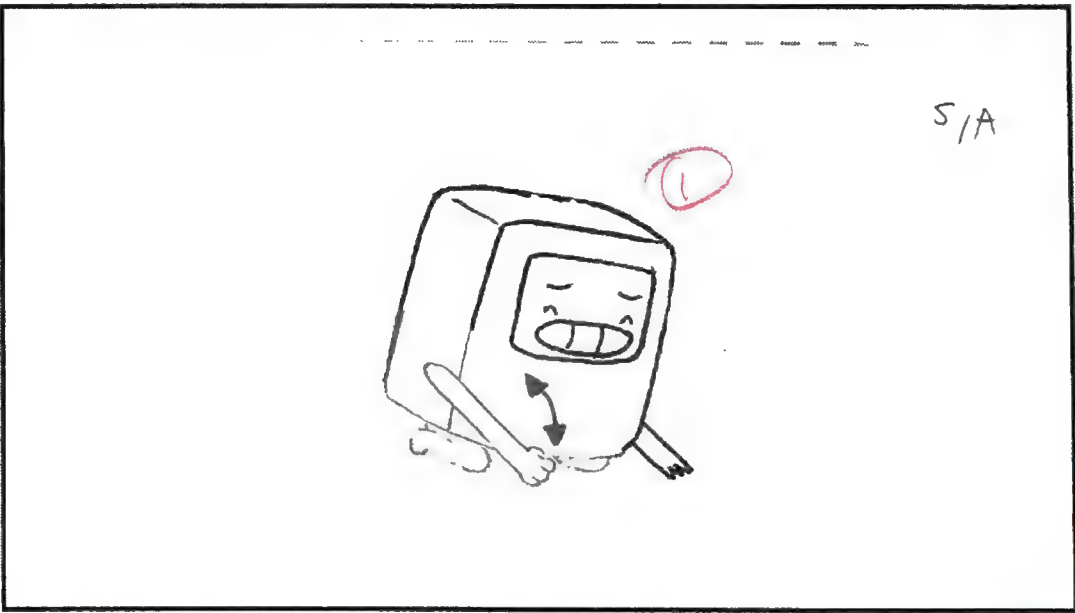
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ADVENTURE TIME

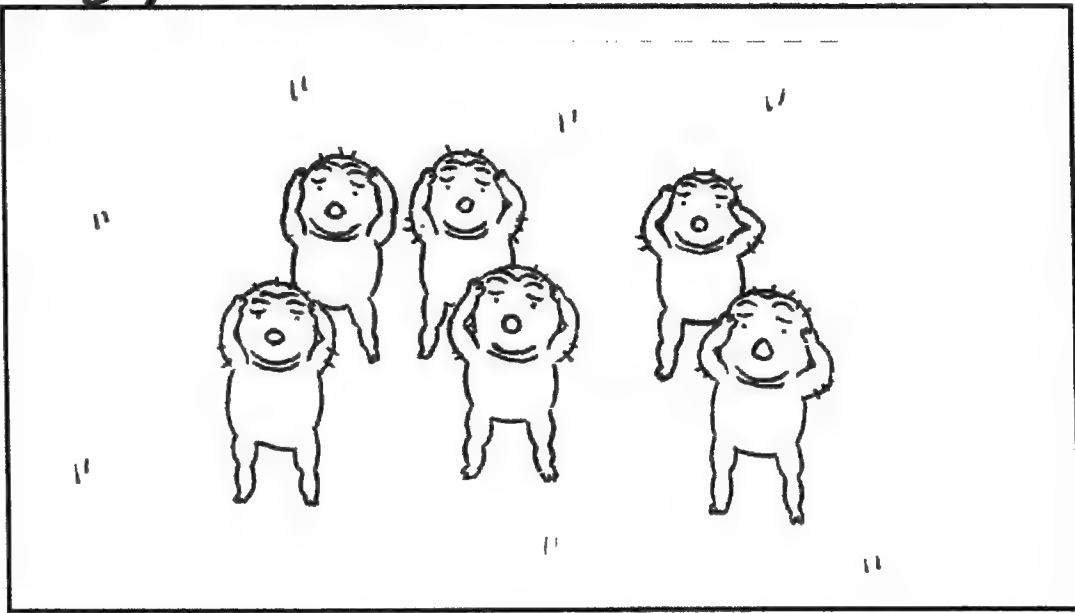


Page 33

Sc. 20 cont Pnl. B Bg. day night

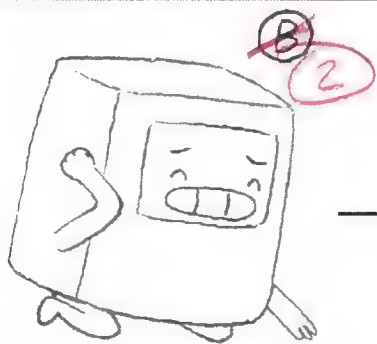


Sc. 21 Pnl. A Bg. day night



Dialog: B: NOOOOOO!

Action: - GRITTED TEETH.
- PUNCHES GROUND IN ANGUISH.



Timing: MAR 03 2016

EPISODE # 1042-247

Production:

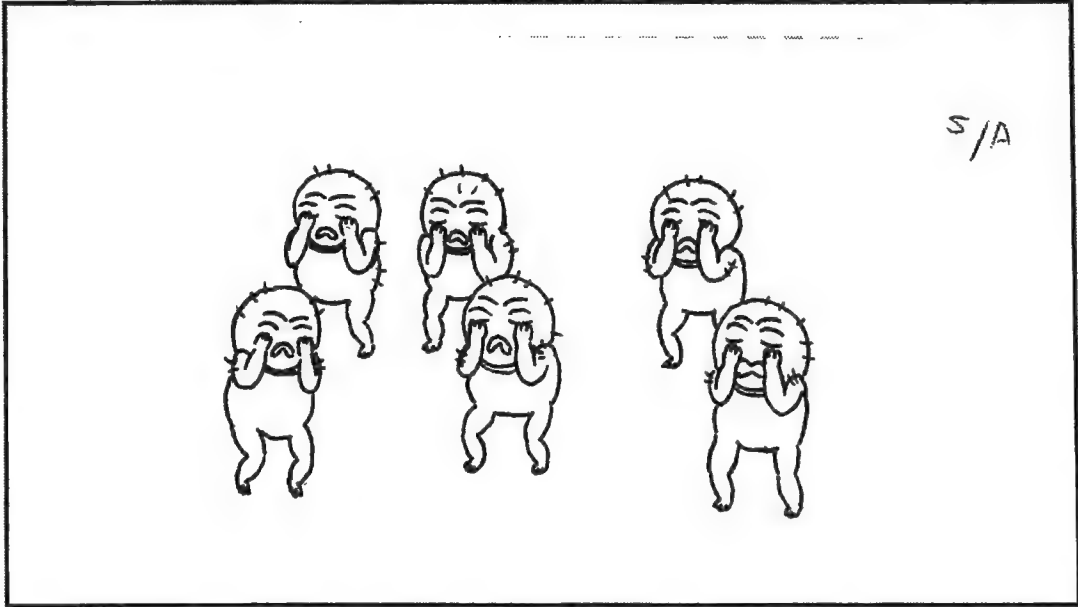
1042 247

1042 247


ADVENTURE TIME



Sc. *21 cont* Pnl. *B* Bg. day night



Sc. *22* Pnl. *A* Bg. day night



Dialog:

MOLE PEOPLE : [CRYING]

Action:

MOLE PEOPLE START CRYING AGAIN.

MAR 03 2016

Timing:

1042 247

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ADVENTURE TIME



Sc. 22 cont Pnl. B Bg. day night

Sc. 23 Pnl. A Bg. day night

Dialog:

Action: - FINN + JAKE RUSH OVER TO JAMES BAXTER.
- MOLE PEOPLE RUSH OVER TO ELDEROLIO'S BITS.

Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

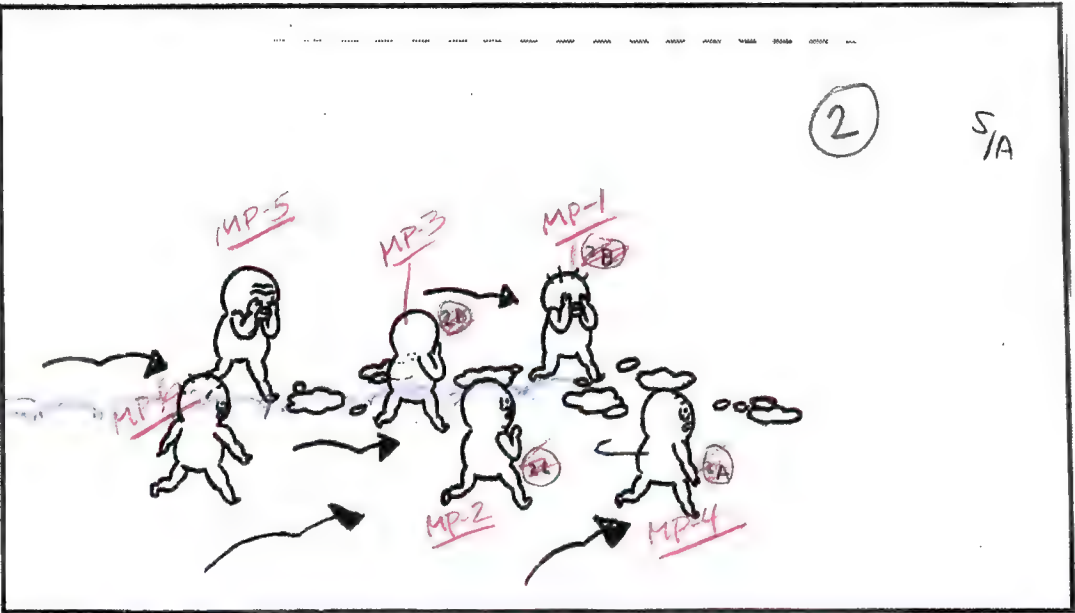
1042 247

ADVENTURE TIME



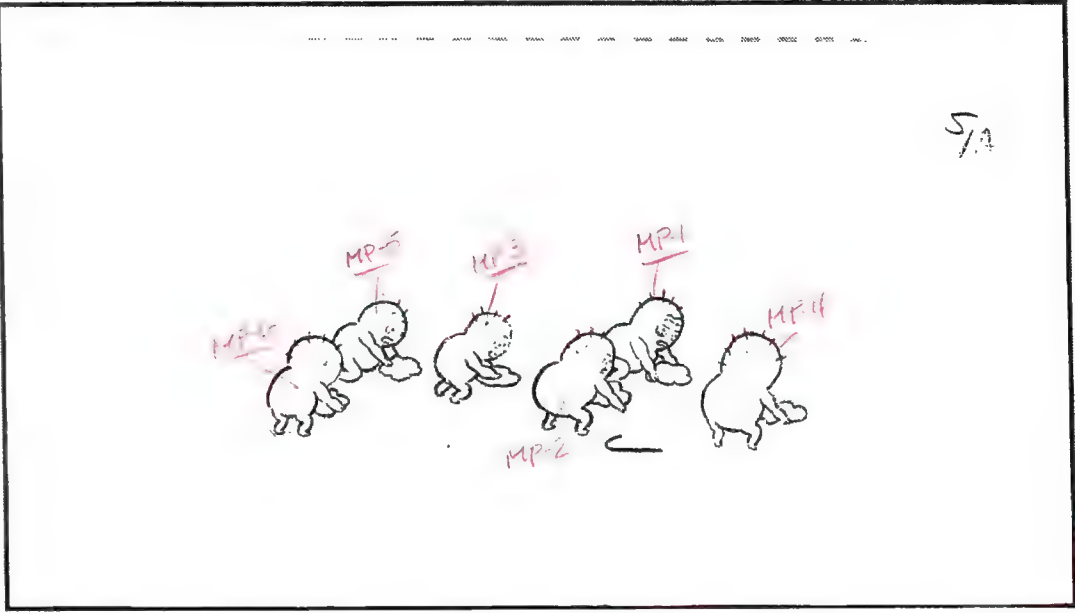
Sc. 23 cont Pnl. B Bg.

day night



Sc. 23 cont Pnl. C Bg.

day night



Dialog:

Action: (IN) MP-3 → MP-1 (18) BG SA

Timing:

MOLES GATHER UP ELDEROLIO'S BITS AND CAVE
MOLES CRYING

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME

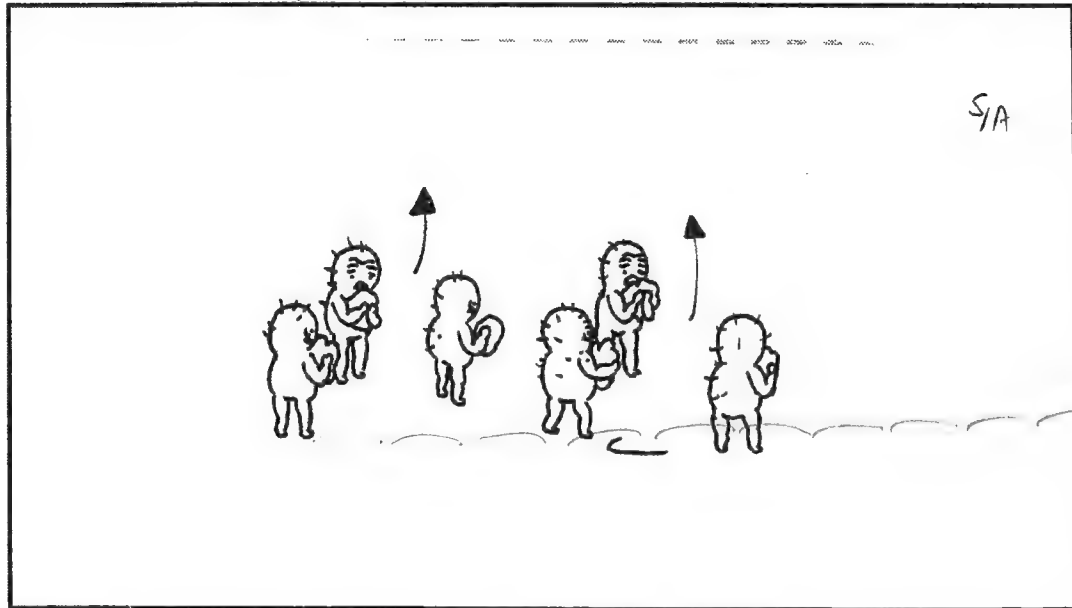


Page 37

Sc. 23 cont Pnl. D

Bg.

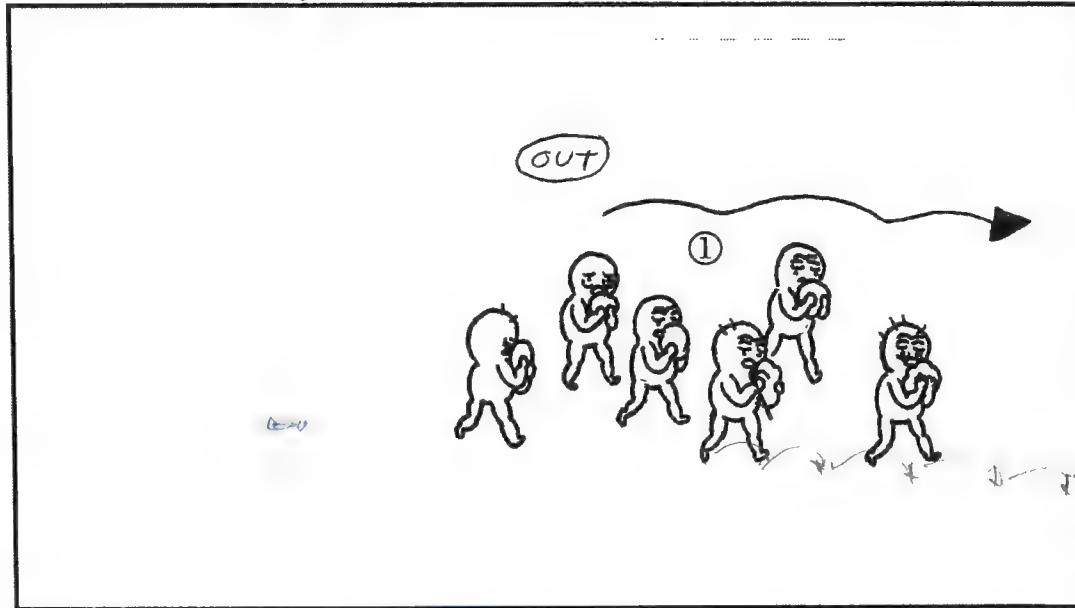
day night



Sc. 23 cont Pnl. E

Bg.

day night



Dialog:

Action:

MOLES CRYING

- MOLE CLOSEST TO CANE
PICKS UP CANE

- MOLE PEOPLE WALK OFF

Timing:



EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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ADVENTURE TIME



Sc. 24

Pnl. A

Bg.

day night

Sc. 24 cont

Pnl. B

Bg.

day night

Dialog:	SFX: * THMP *
Action:	- JB FLOPS OVER. MAR 03 2016
Timing:	

1042-247
EPISODE #
Production:

1042 247

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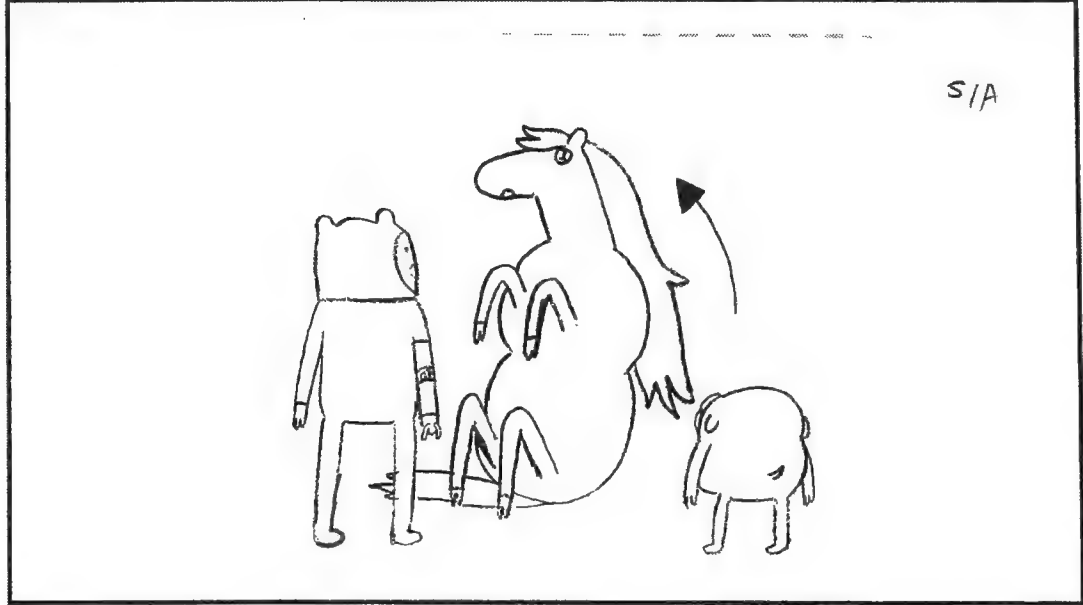
ADVENTURE TIME



Sc. 24 cont Pnl. C

Bg.

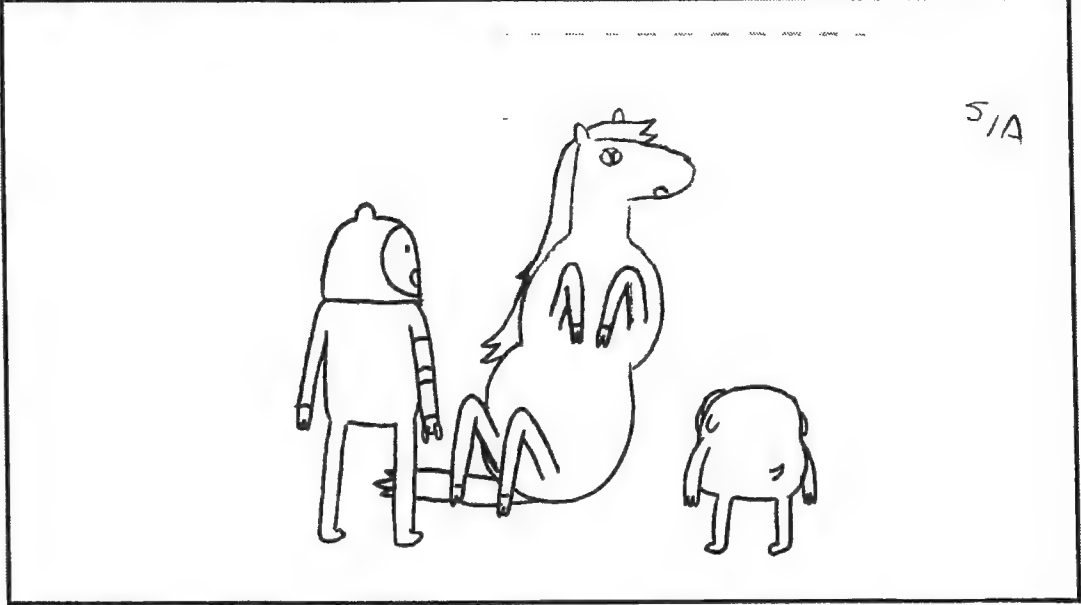
day night



Sc. 24 cont Pnl. D

Bg.

day night



Dialog:	
JB: JAMES BAXTER?	
Action:	- JAMES BAXTER LOOKS WIDE-EYED AND CONFUSED.
MAR 03 2016	
Timing:	

1042-247

EPISODE #

1042 247

Production:

1042 247

1042 247

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ADVENTURE TIME



Sc.

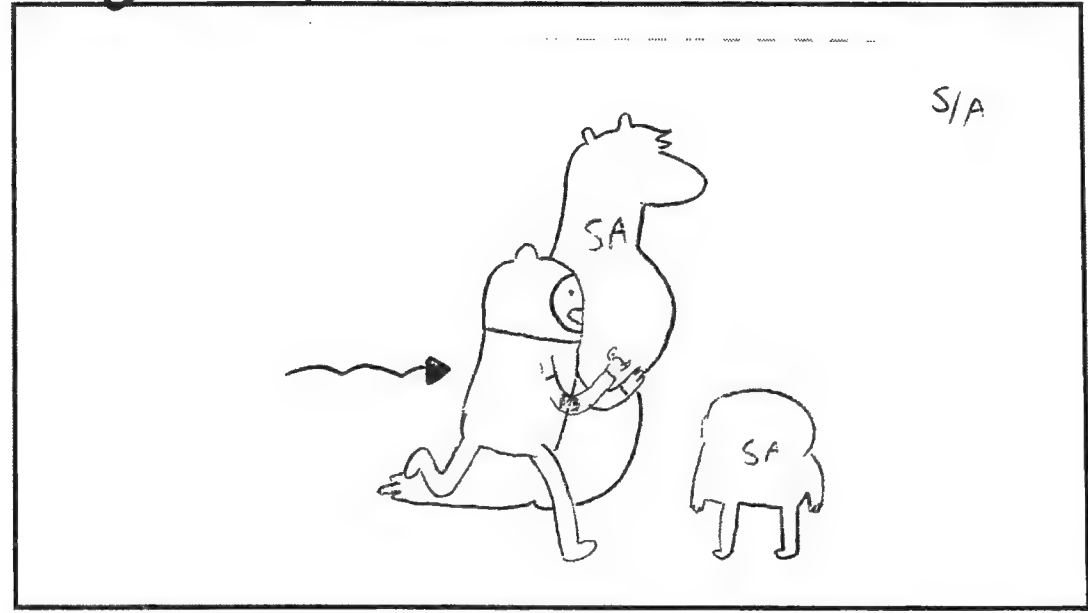
24 cont

Pnl.

E

Bg.

day night



Sc.

24 cont

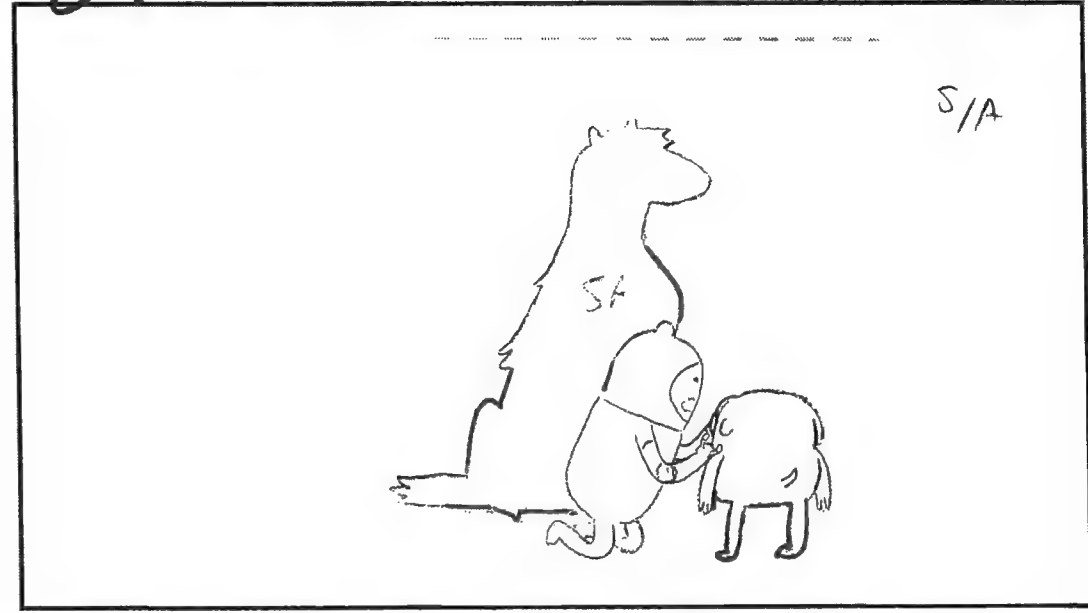
Pnl.

F

Bg.

day night

Page *40*



Dialog:	
Action:	<i>FINN GRABS JAKE</i>
Timing:	<i>MAR 03 2016</i>

EPISODE # *1042-247*

Production:

1042 247

1042 247

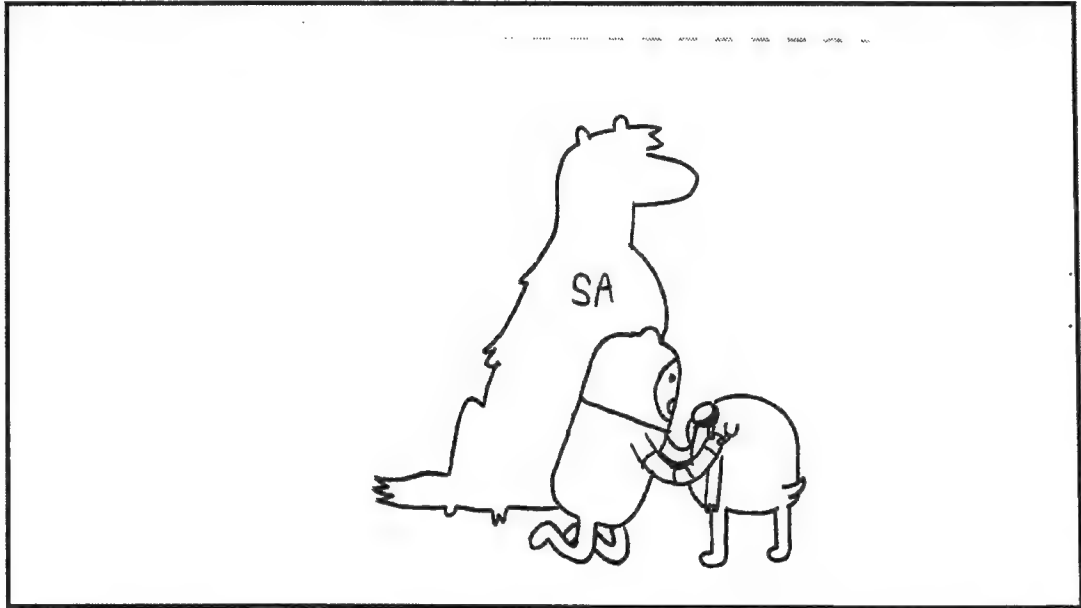
1042 247

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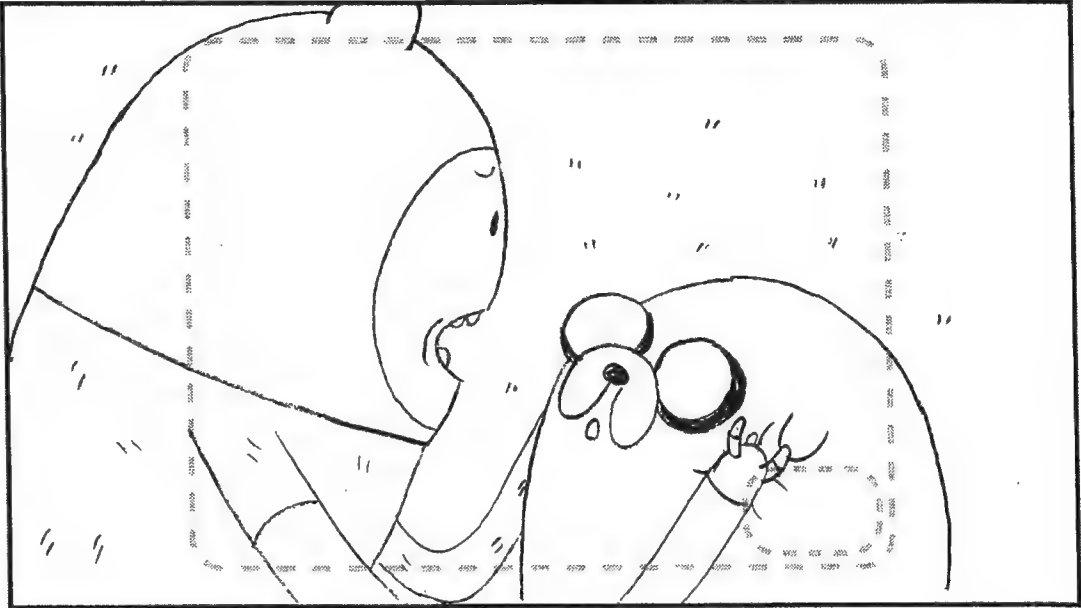
ADVENTURE TIME



Sc. 24 cont Pnl. G Bg. day night



Sc. 25 Pnl. A Bg. day night



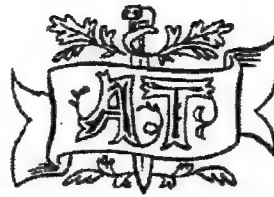
Dialog:	F: JAKE!
Action:	-FINN TURNS JAKE TOWARDS HIMSELF. MAR 03 2016
Timing:	

1042-247
EPISODE #

Production:

1042 247

ADVENTURE TIME



Page 42

Sc. 25 cont Pnl. B

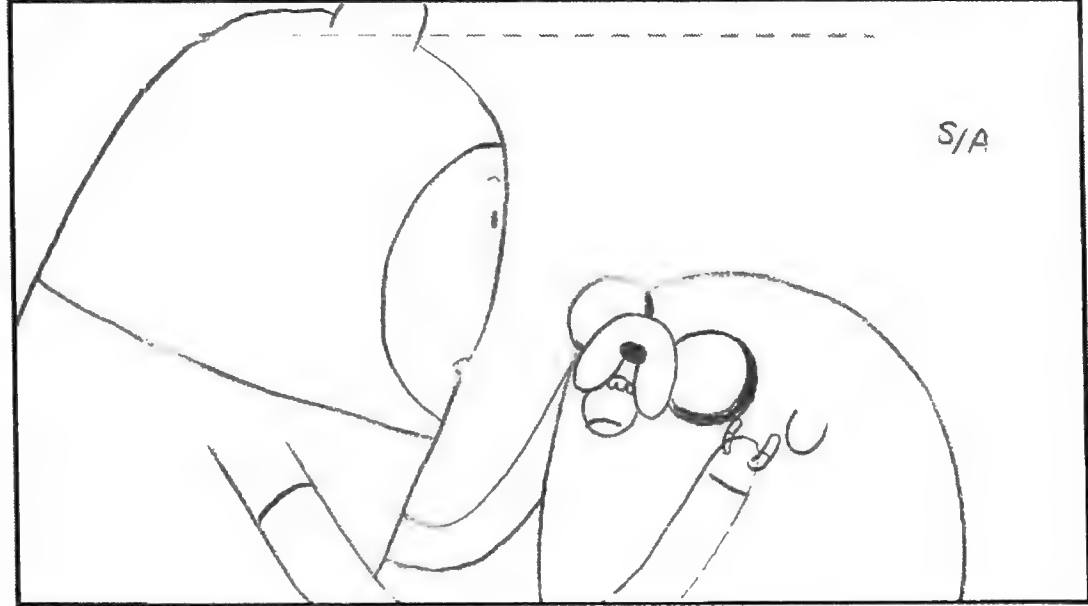
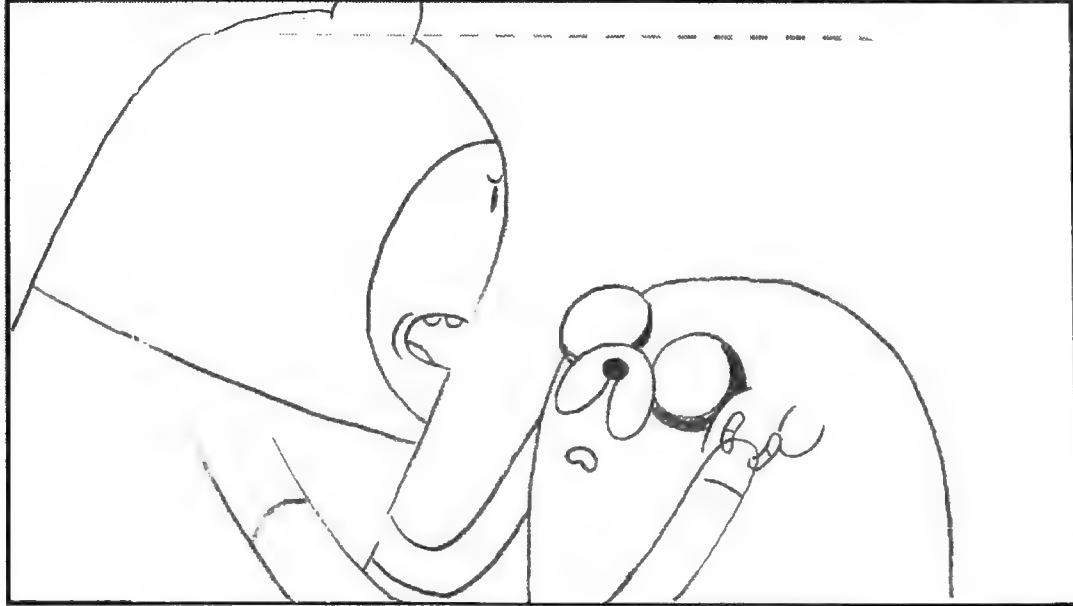
Bg.

day night

Sc. 25 cont Pnl. C

Bg.

day night



Dialog: F: STRETCH INTO A BEACH BALL SO J: OKAY!
JAMES BAXTER CAN RIDE YOU!!!

Action:

MAR 03 2016

Timing:

EPISODE #

1042-247

Production:

1042 247

1042 247

1042 247

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ADVENTURE TIME



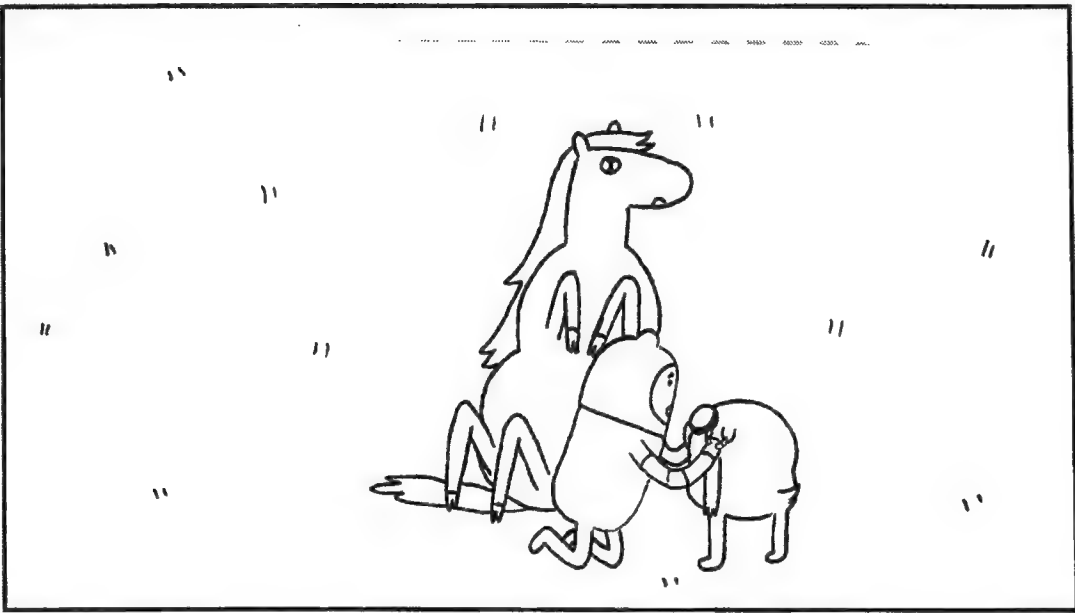
Page 43

Sc. 26

Pnl. A

Bg.

day night

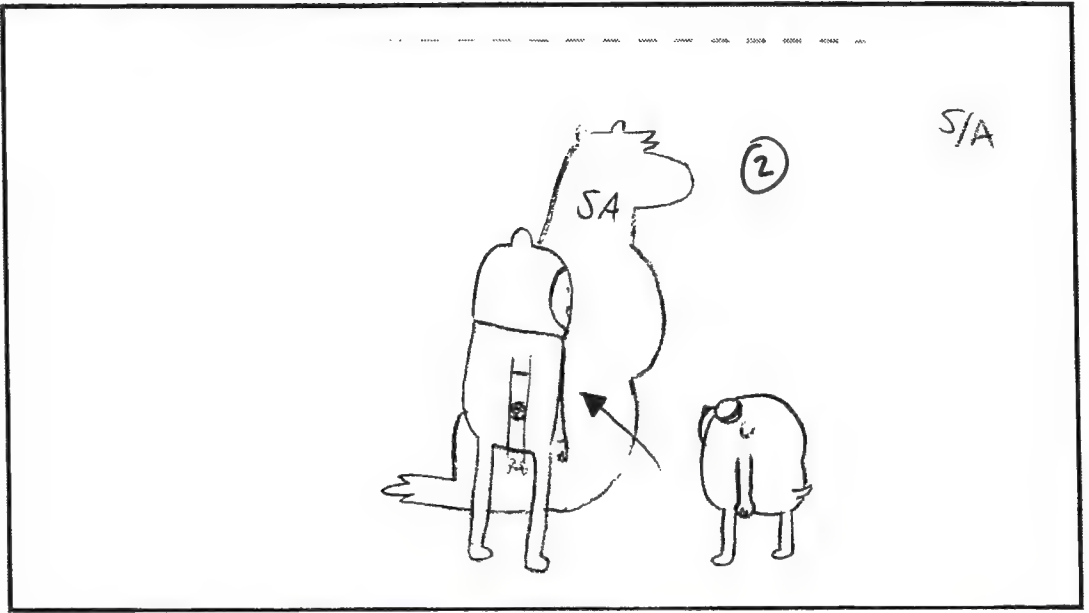


Sc. 26 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- FINN STANDS UP.

Timing:



EPISODE # 1042-247

Production:

1042 247

1042 247

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ADVENTURE TIME

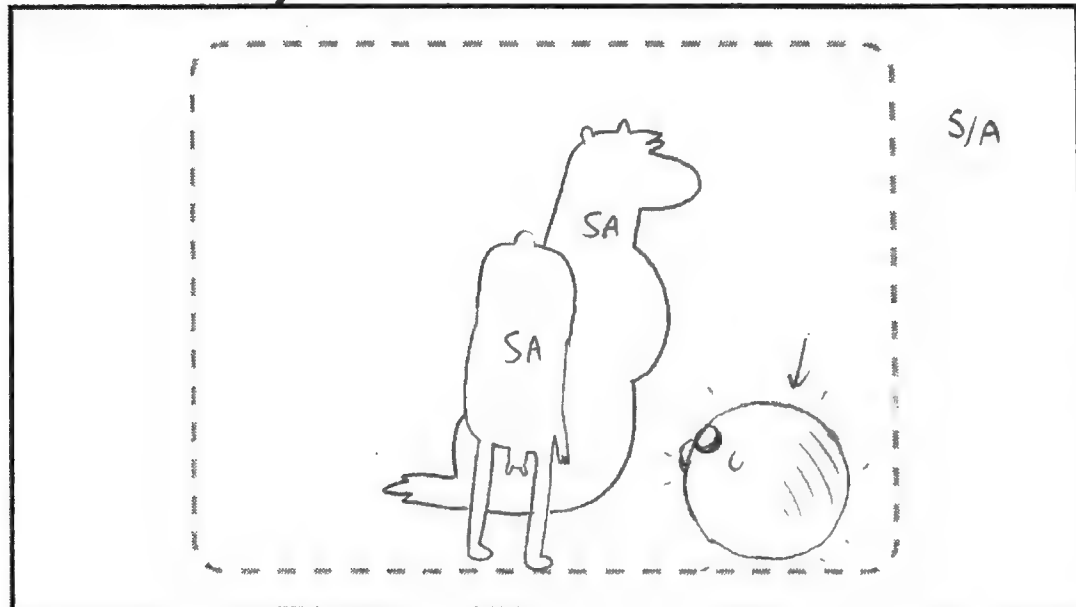


Page 44

Sc. 26 cont Pnl. C

Bg.

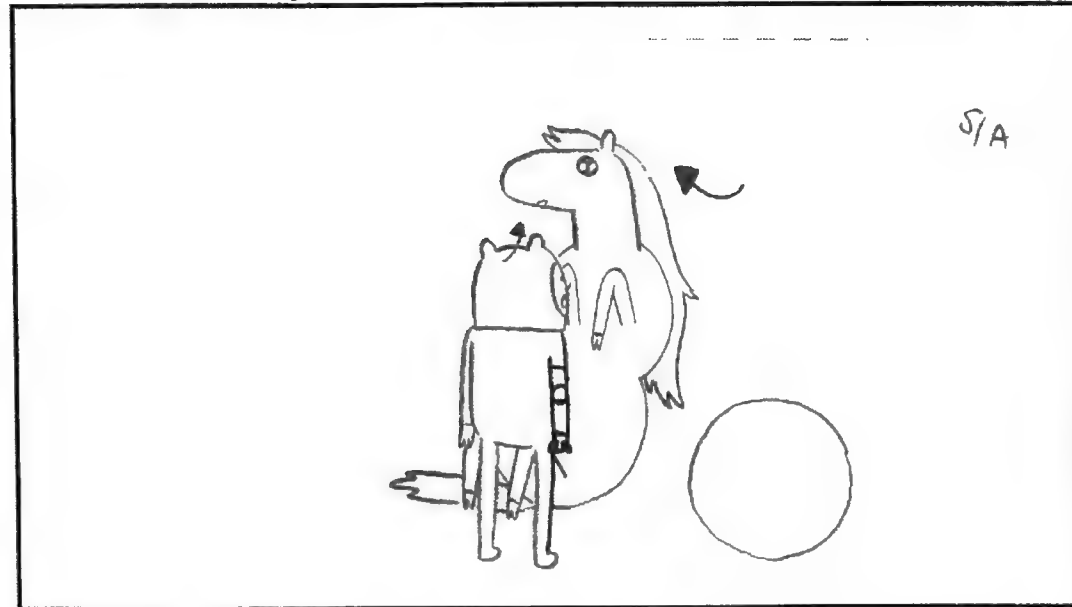
day night



Sc. 26 cont Pnl. D

Bg.

day night



Dialog:

Sfx: * STRETCH *

Action:

JAKE BECOMES BALL SHAPE

JB TURNS AWAY AND STARES INTO NOTHINGNESS. UNMOVING.

MAR 03 2016

Timing:

1042-247

EPISODE #

1042 247

Production:

1042 247

ADVENTURE TIME

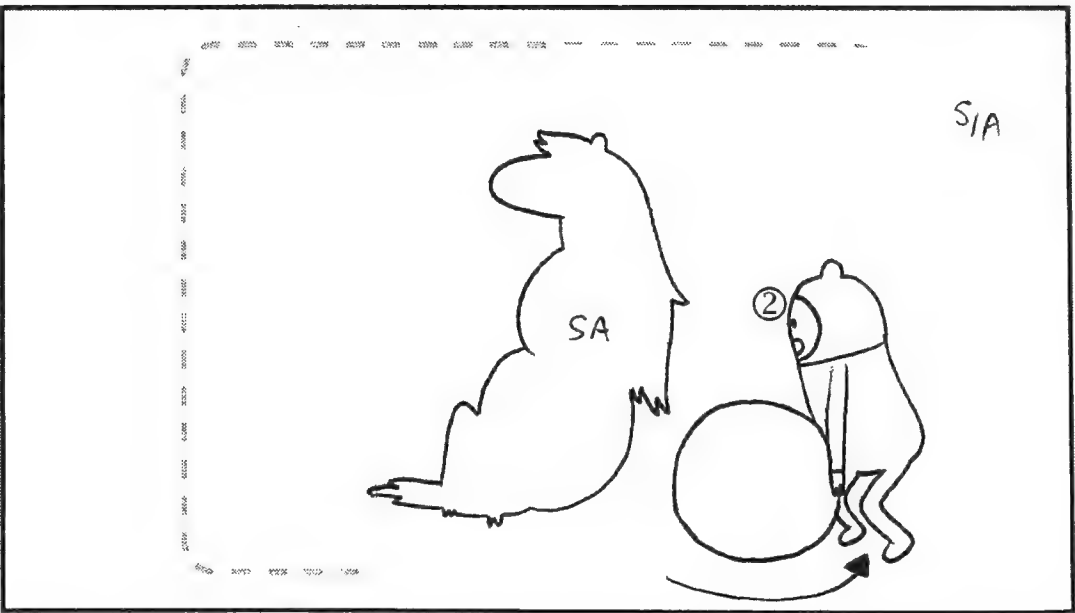


Page 45

Sc. 26 *cont* Pnl. E

Bg.

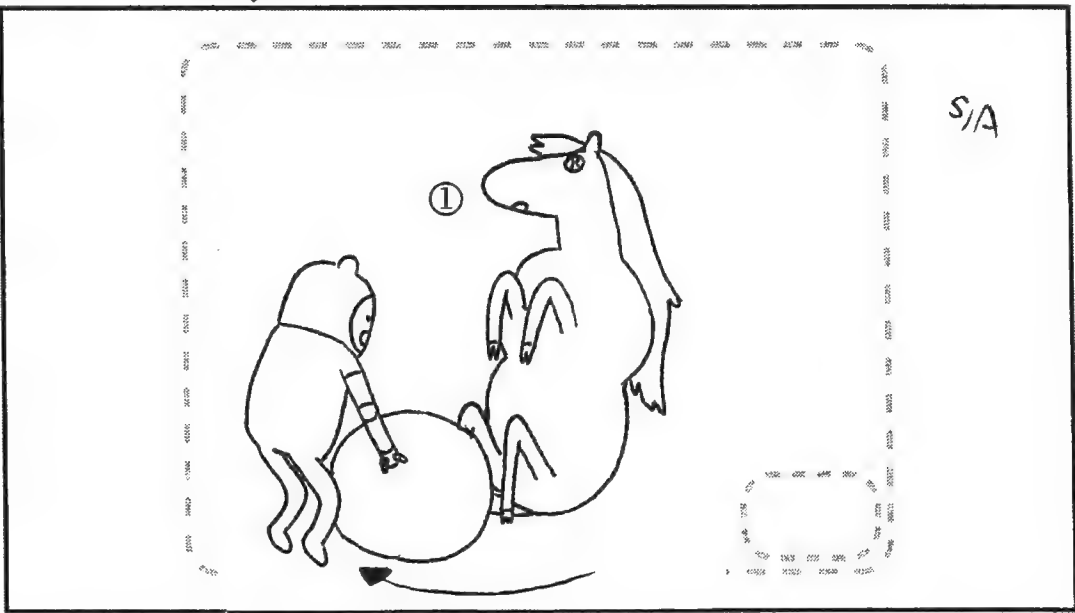
day night



Sc. 26 *cont* Pnl. F

Bg.

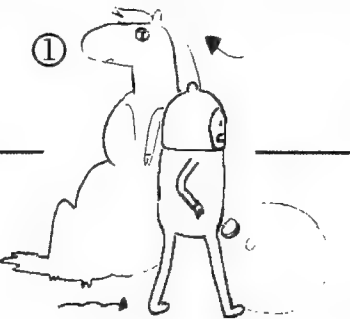
day night



Dialog:

Action:

Timing:



- F. ROLLS JAKE IN FRONT OF JB.

MAR 11 3 2016



1042-247

EPISODE #

1042 247

Production:

1042 247

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ADVENTURE TIME



Page 46

Sc. 26 cont Pnl. G

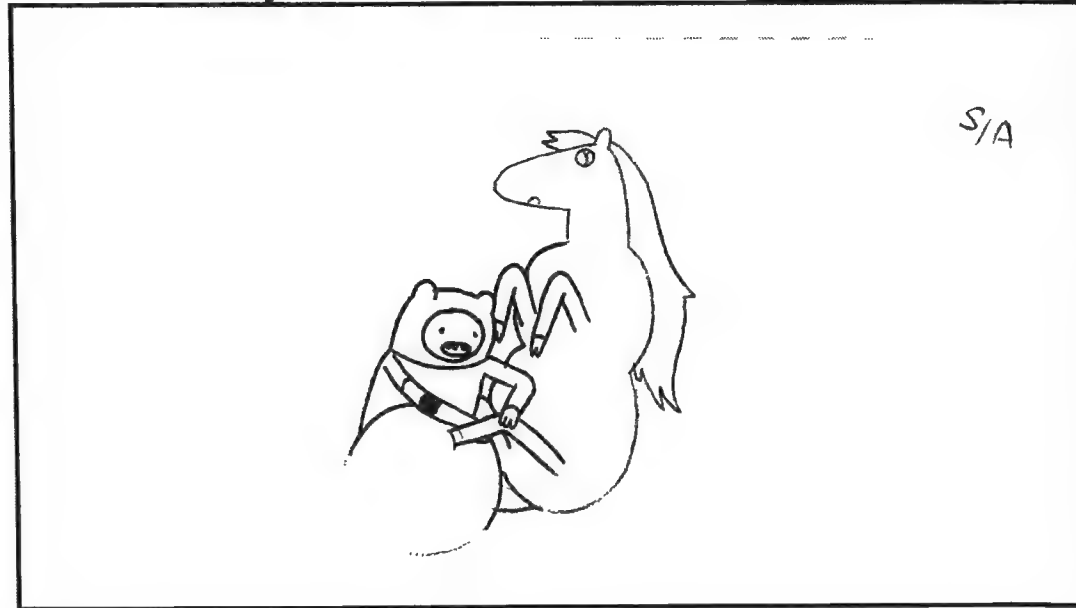
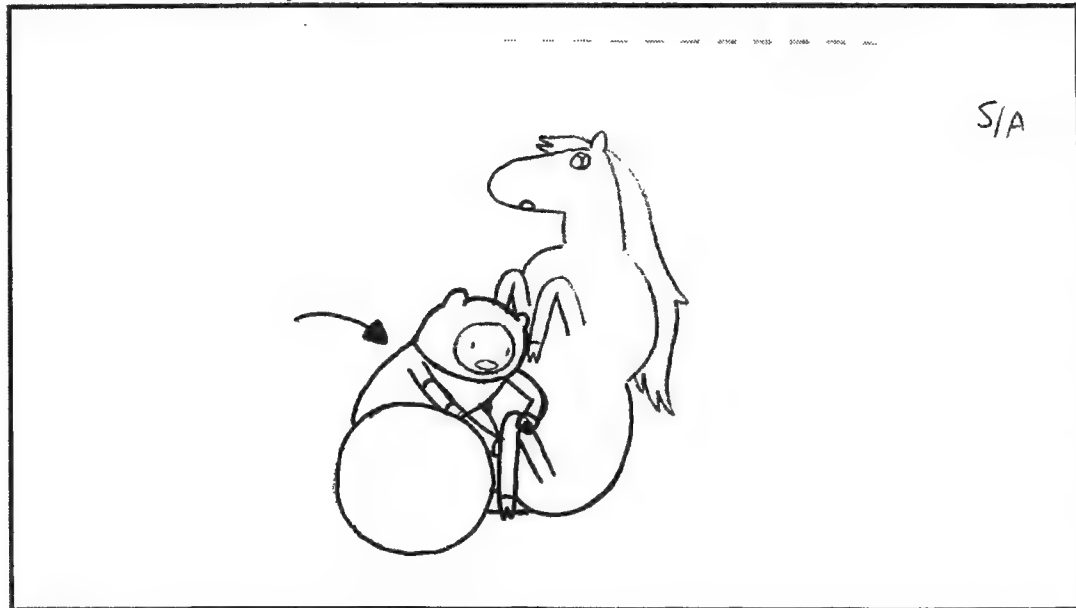
Bg.

day night

Sc. 26 cont Pnl. H

Bg.

day night



Dialog:

Action:

- FINN GRABS JAKE'S LEGS AND PLACES
THEM ONTO A SQUISHY JAKE.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

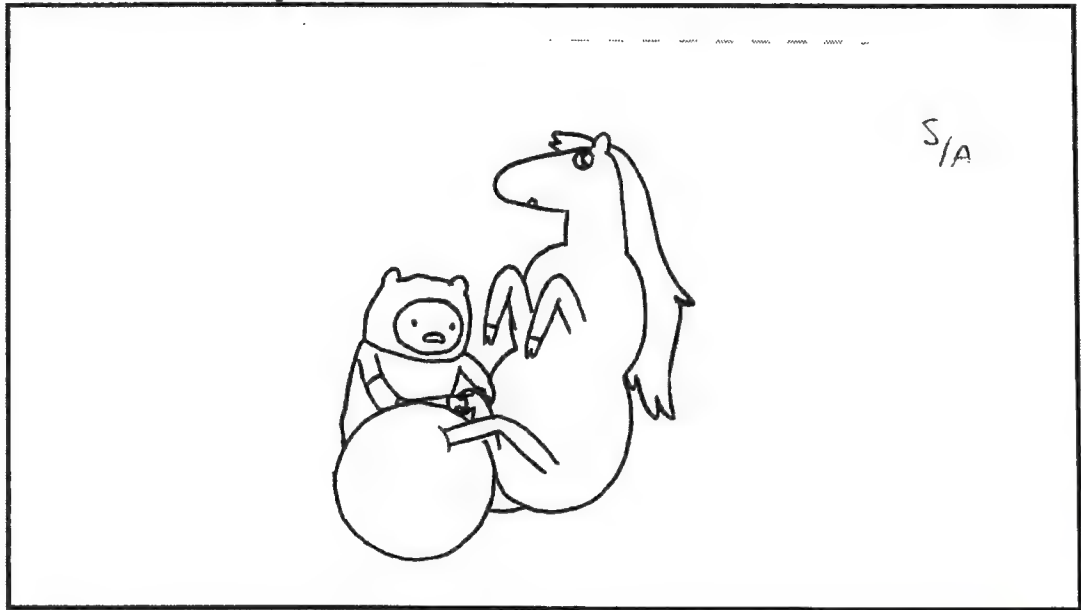
1042 247

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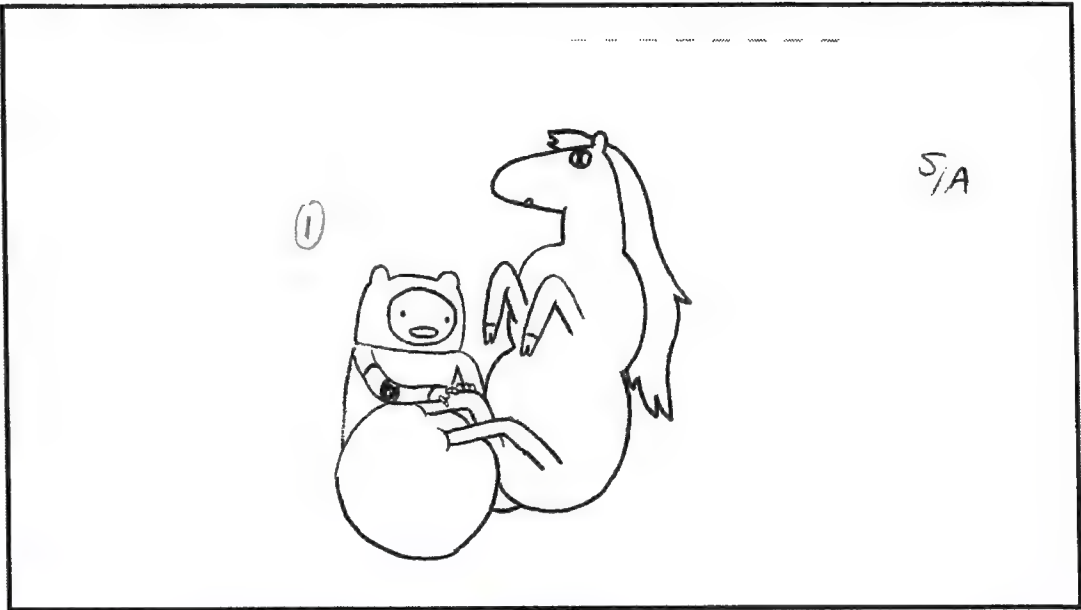
ADVENTURE TIME



Sc. 26 *cont* Pnl. I Bg. day night



Sc. 26 *cont* Pnl. J Bg. day night



Dialog:
Action:
Timing:



MAR 03 2016

EPISODE # 1042-247

Production:

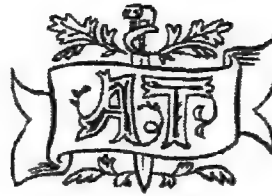
1042 247

1042 247

1042 247

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ADVENTURE TIME



Page 48

Sc. 26 cont Pnl. K

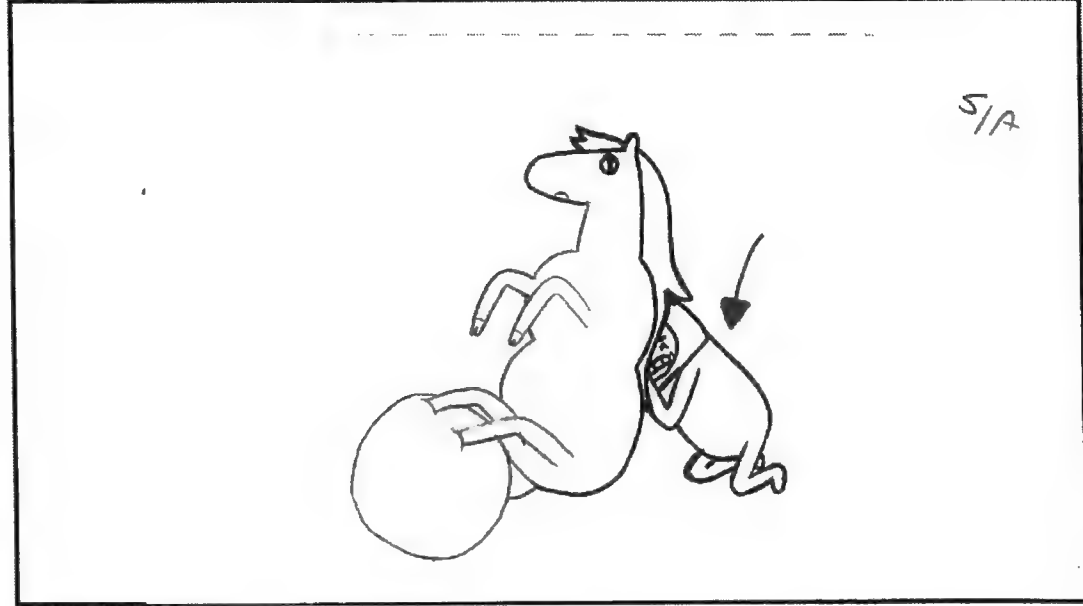
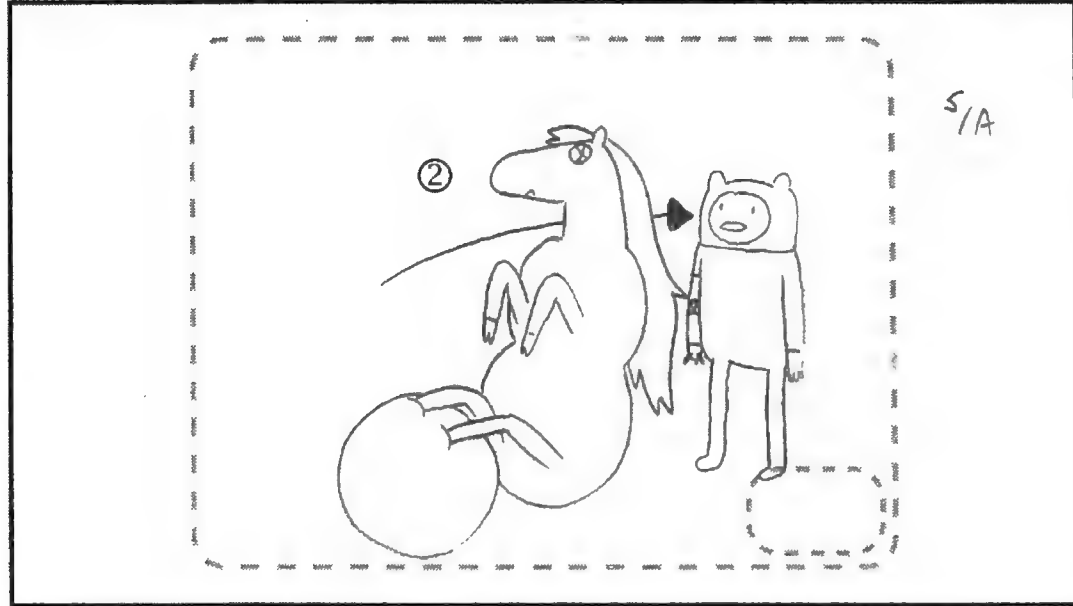
Bg.

day night

Sc. 26 cont Pnl. L

Bg.

day night



Dialog:

F: [QUIET STRAIN]

Action: - FINN GETS BEHIND JB

FINN TRIES TO PUSH JB ONTO JAKE/BALL

MAR 03 2016

Timing:



EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME

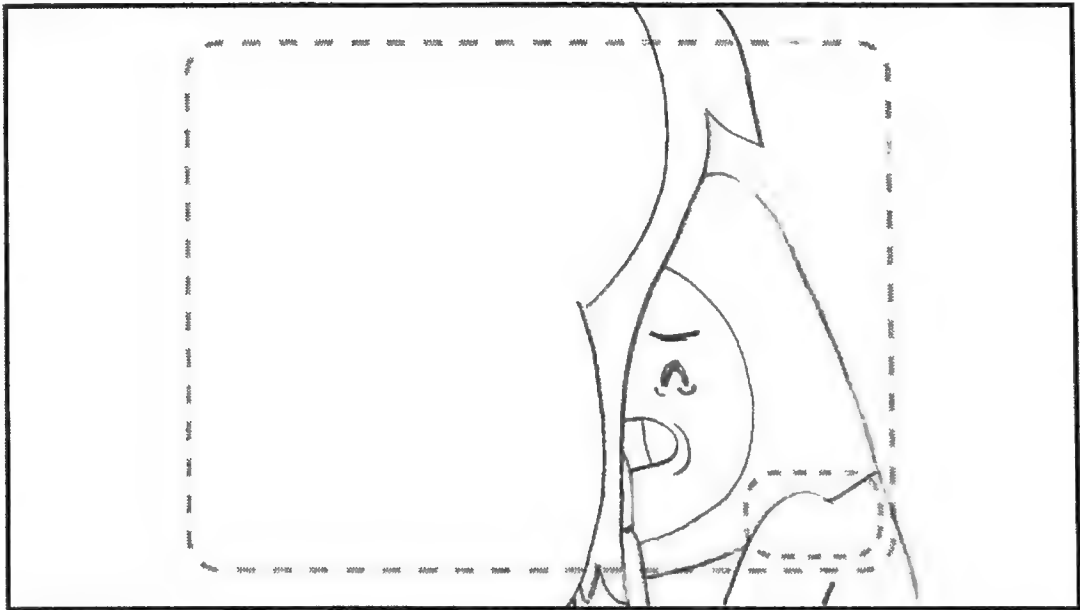


Sc. 27

Pnl. A

Bg.

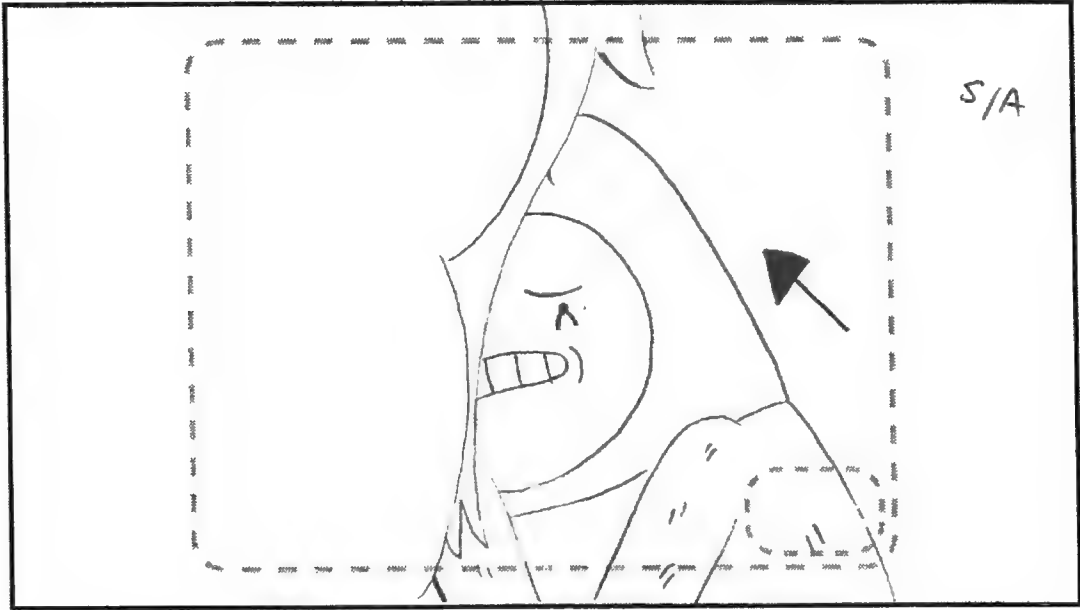
day night



Sc. 27 *cont* Pnl. B

Bg.

day night



Dialog:	F: YUUAHHHH...
Action:	MAR 03 2016
Timing:	

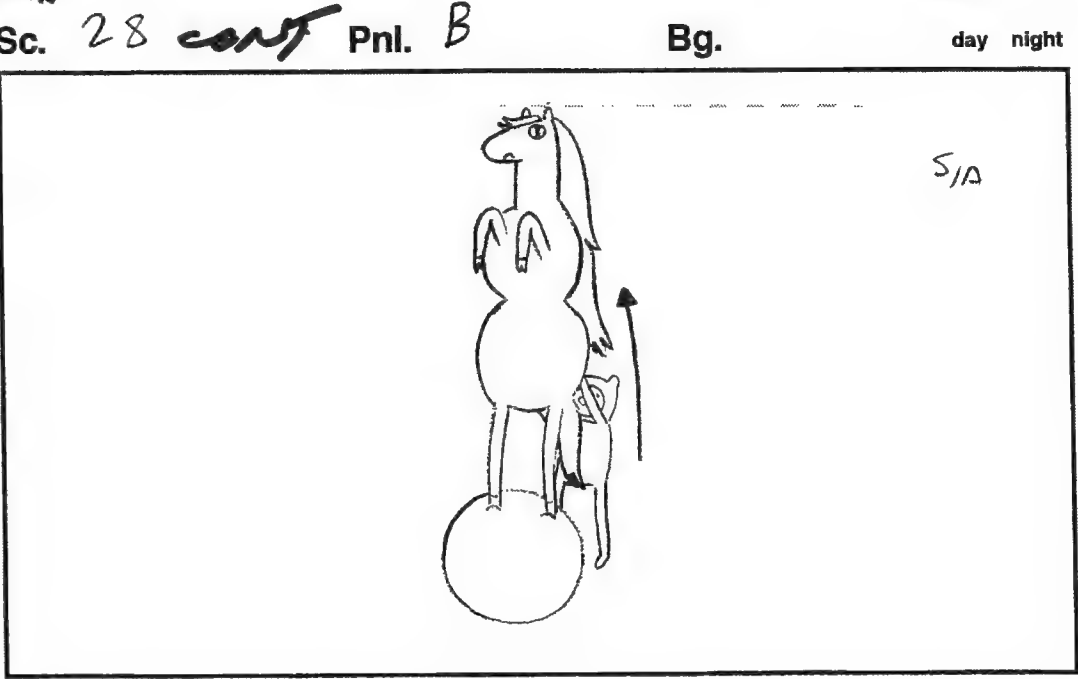
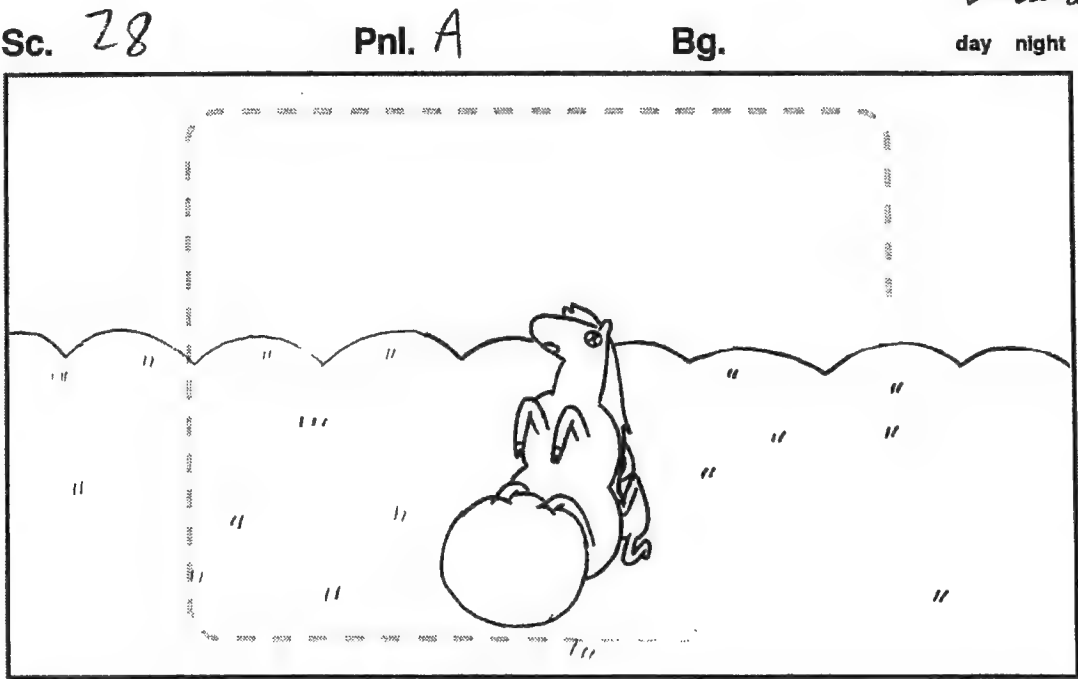
EPISODE # 1042-247

Production:

1042 247

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ADVENTURE TIME



Dialog:	
Action:	- F. LIFTS JB UPRIGHT ON TOP of ISLL. MAR 03 2016
Timing:	

1042-247
EPISODE #

Production:

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1042 247

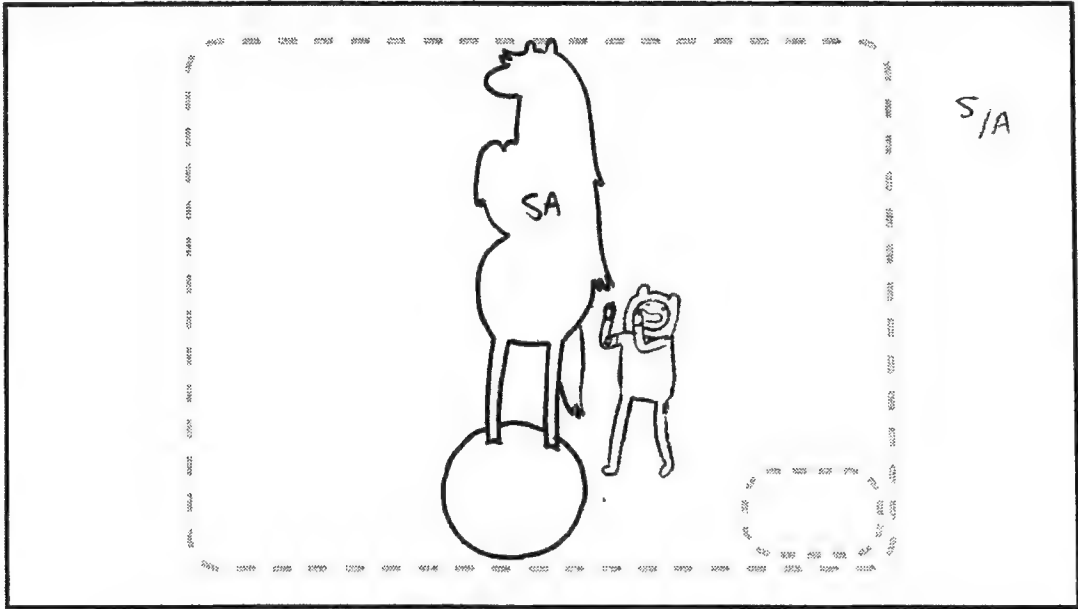
ADVENTURE TIME



Sc. 28 cont Pnl. C

Bg.

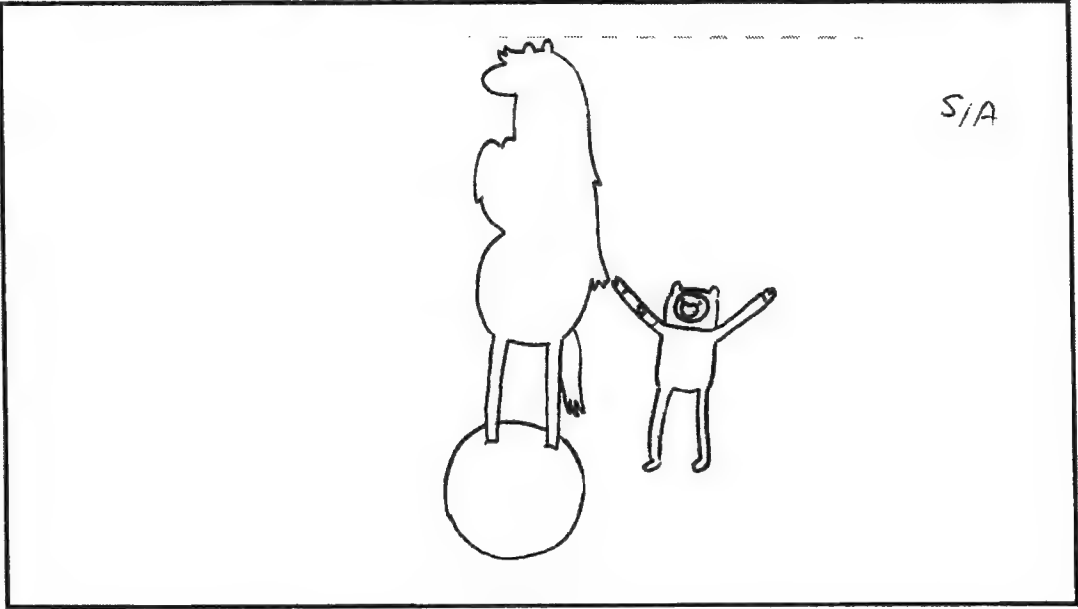
day night



Sc. 28 cont Pnl. D

Bg.

day night



Dialog:	F: HE'S DOING IT!!!
Action:	MAR 03 2016
Timing:	

EPISODE # 1042-247

Production:

1042 247

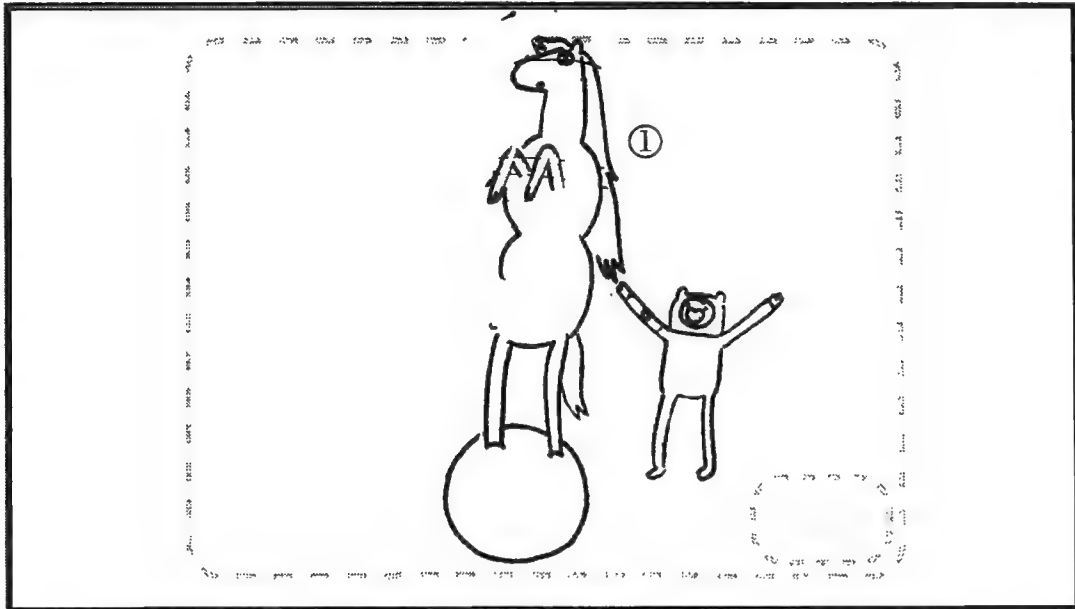
1042 247

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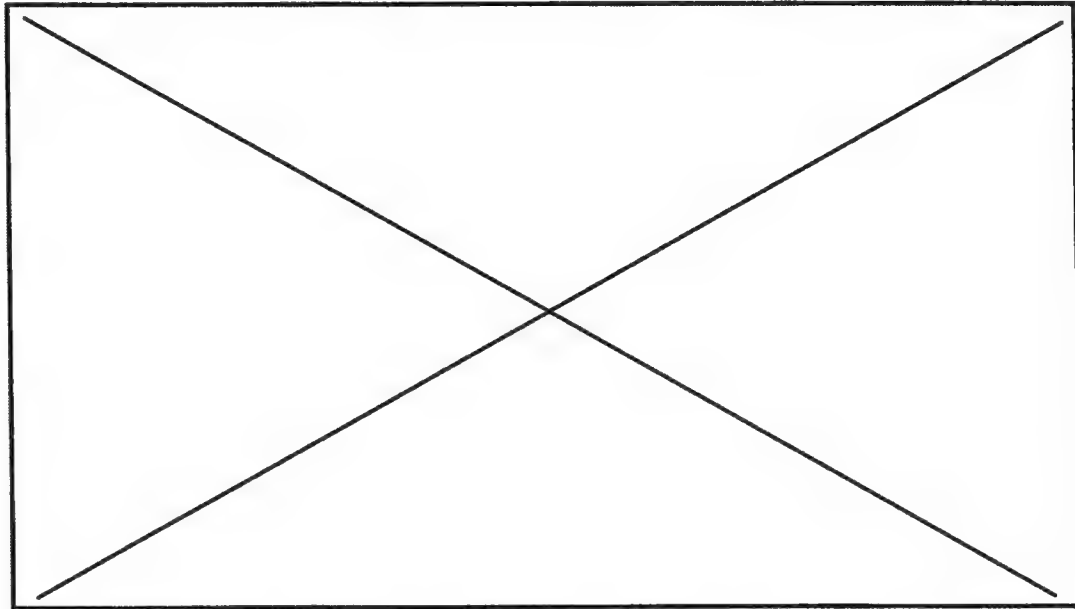
ADVENTURE TIME



Sc. 28 cont Pnl. E Bg. day night



Sc. Pnl. Bg. day night

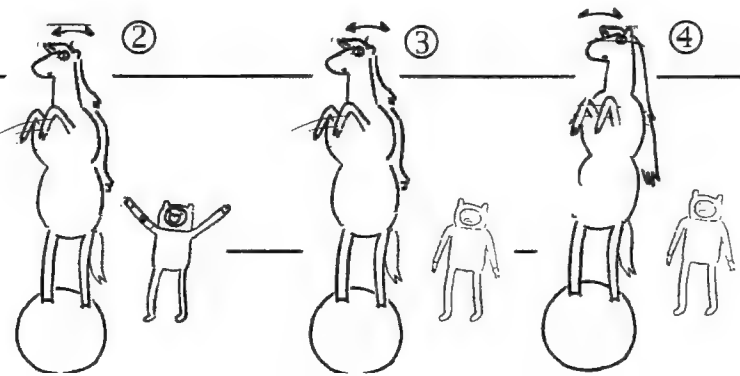


Dialog:

Action: JB WOBBLES.

Timing:

MAR 03 2016



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1042 247

Production:

1042 247

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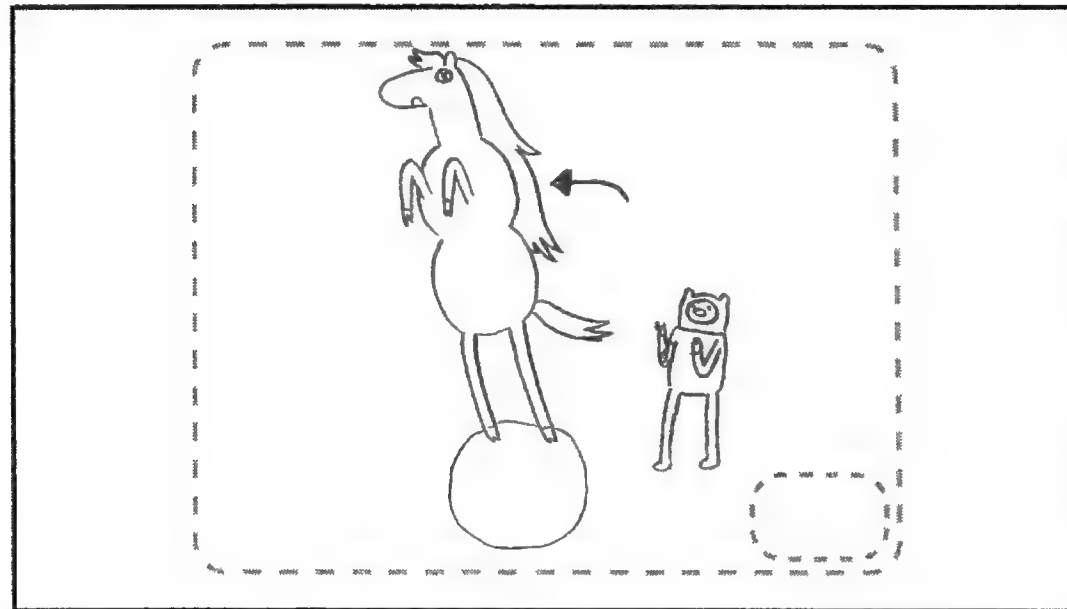
ADVENTURE TIME



Page 53

Sc. 28 cont Pnl. F Bg.

day night



Dialog:

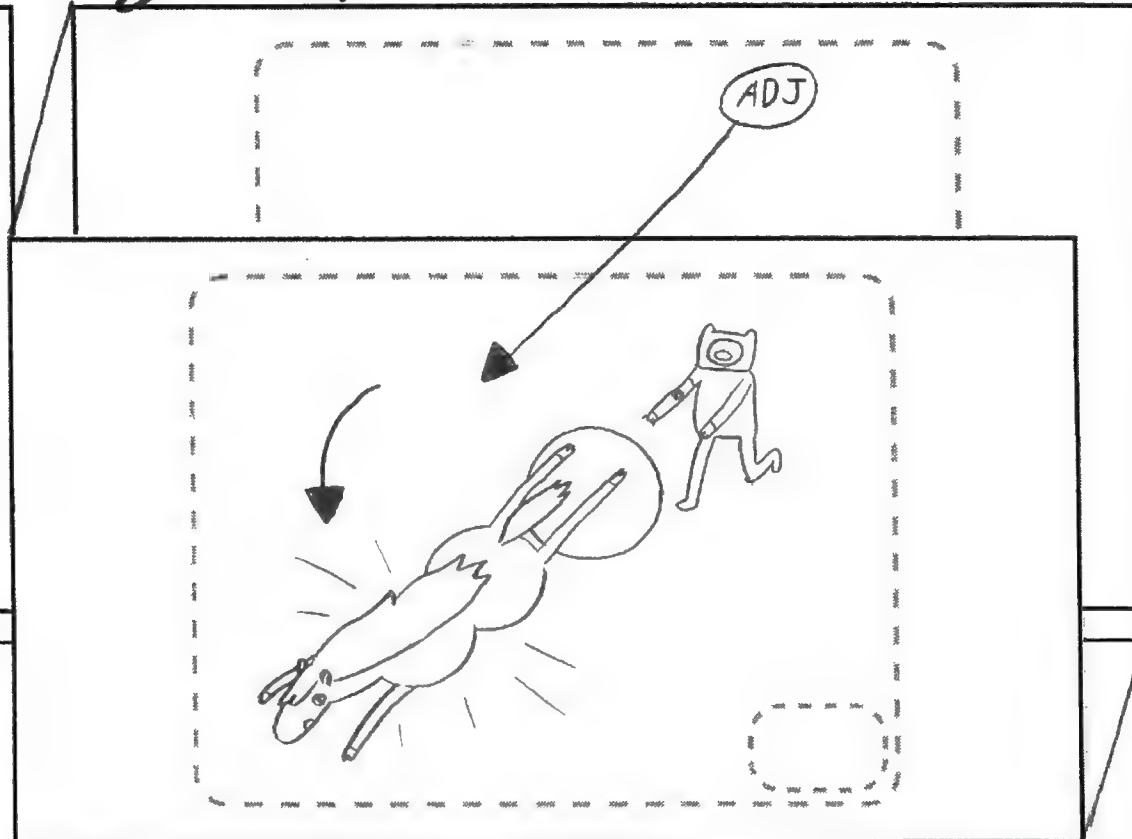
SFX:
* WHAM! *

Action:

Timing:

Sc. 28 cont Pnl. G Bg.

day night



BMO: Oh Glob, no!

MAR 03 2016

- JB FALLS OVER JAKE, HITS GROUND HARD.
- ADJ. w/ JB.



EPISODE # 1042-247

Production:

1042 247

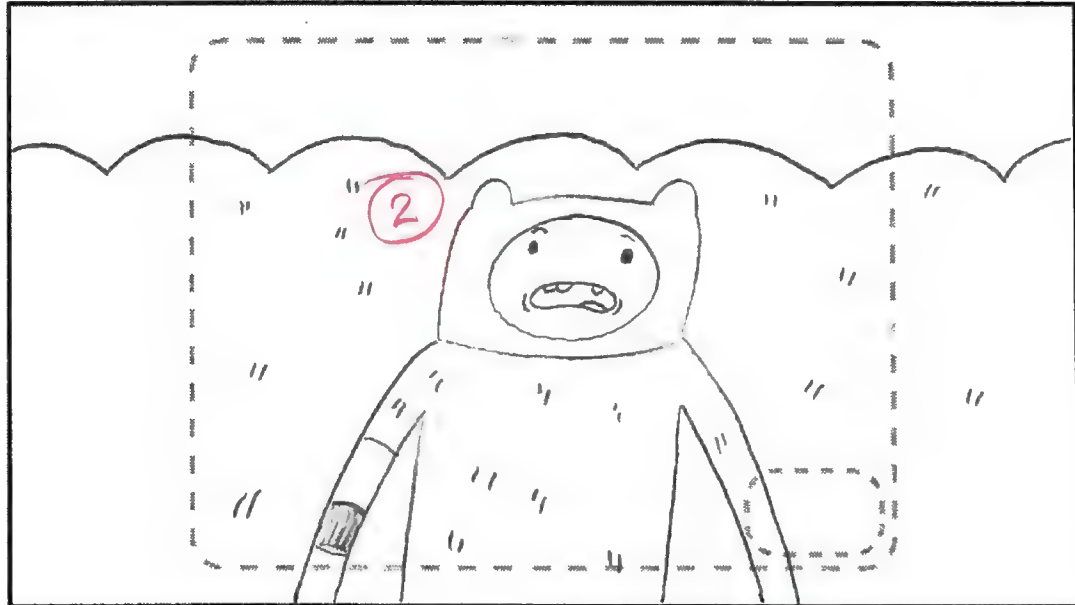
1042 247

ADVENTURE TIME

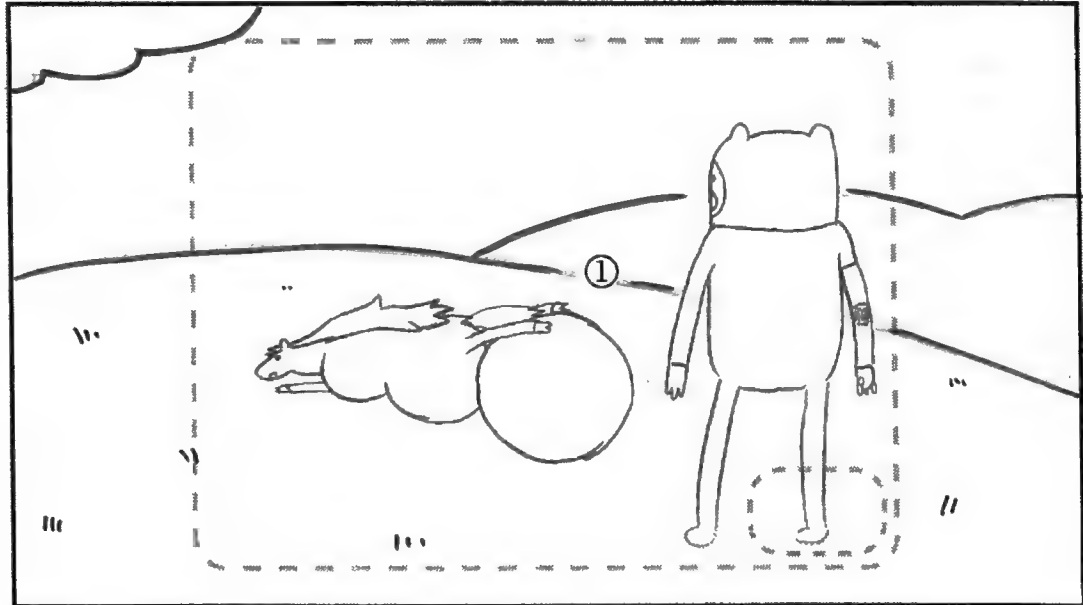



Page 54

Sc. 29 Pnl. A Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog: F: [GASP] I'M SORRY! 

MAR 03 2016

Action:

Timing:



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Production:

1042 247

1042 247

1042 247

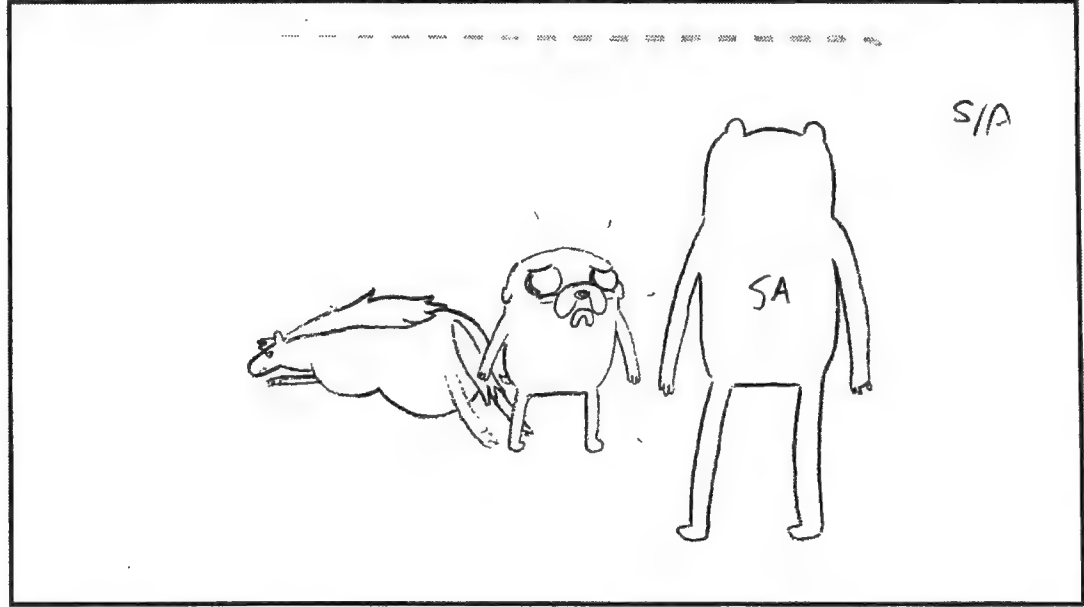
1042 247

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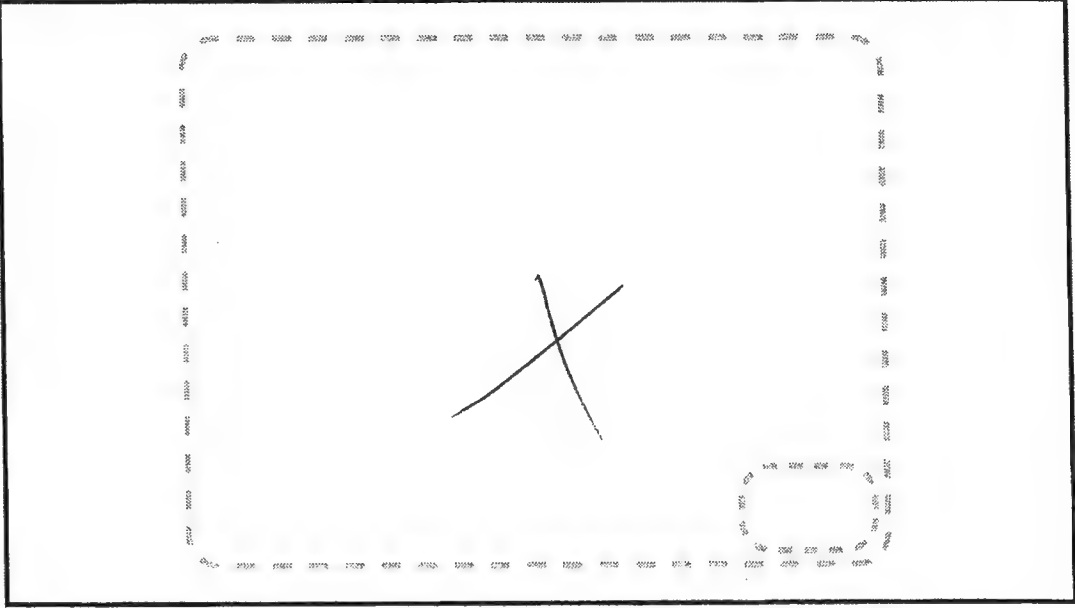
ADVENTURE TIME



Sc. *30 cont* Pnl. *B* Bg. day night Sc.



Pnl. Bg. day night Sc.



Dialog: *J: Finn, THIS AIN'T GONNA WORK!*

Action: *JAKE TURNS BACK TO NORMAL.*

Timing:

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Production:

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1042 247

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ADVENTURE TIME

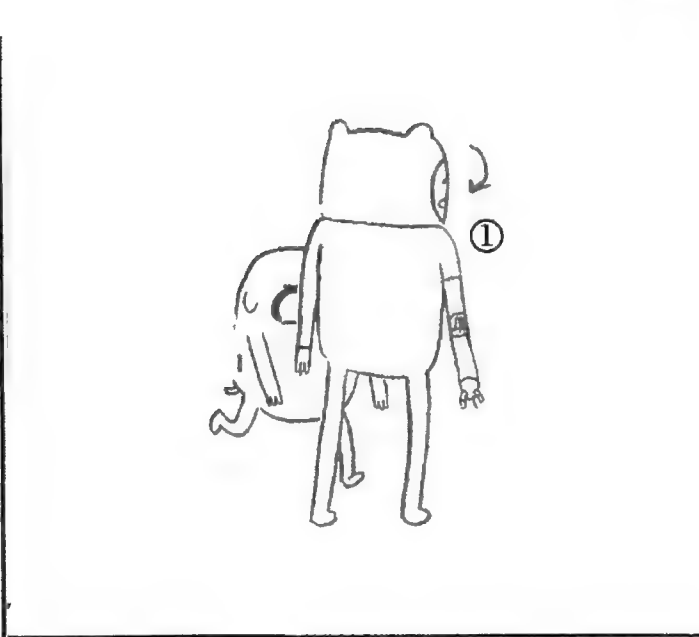
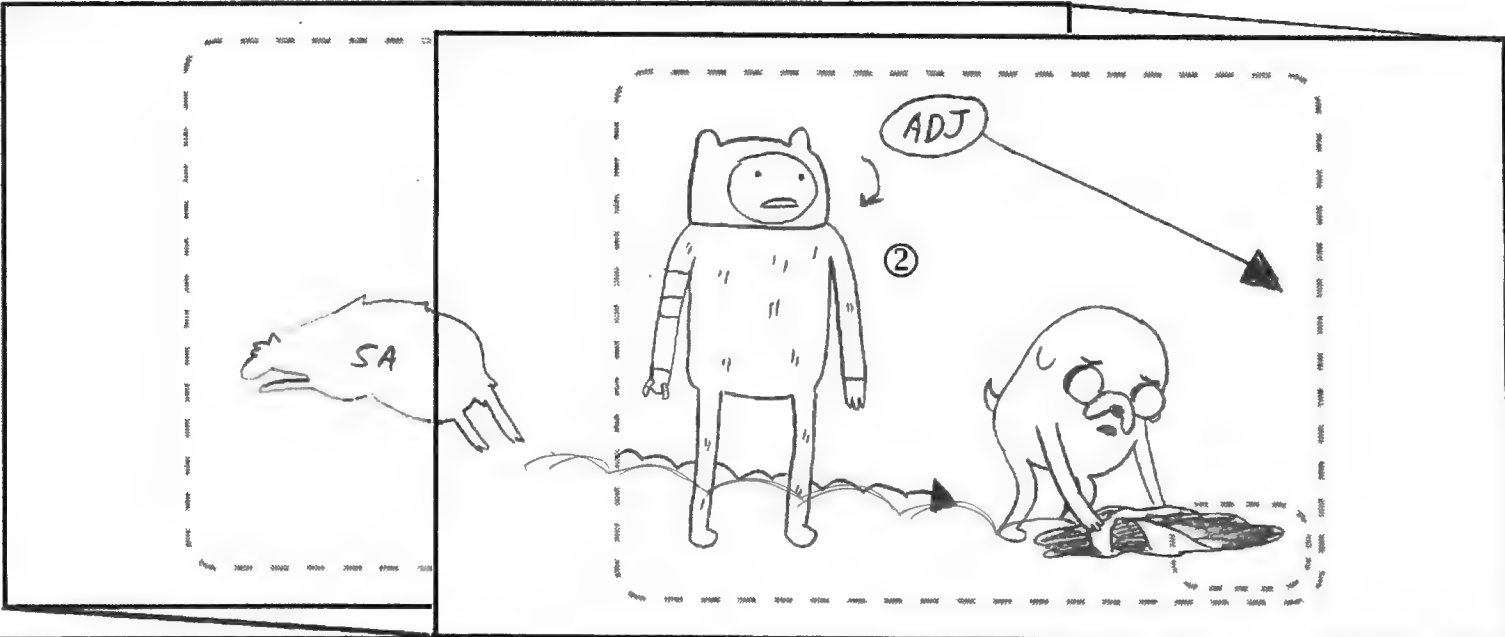


Sc. 30 cont Pnl. C

Bg. day night

Sc. Pnl.

Bg. day night



Dialog:	Jake: Not without this	
Action:	- J. RUNS OVER TO BEACH BALL. - ADJ. W/JAKE.	MAR 03 2016
Timing:		

EPISODE # 1042-247

Production:

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1042 247

ADVENTURE TIME



Page 57

Sc. 30 cont Pnl. D

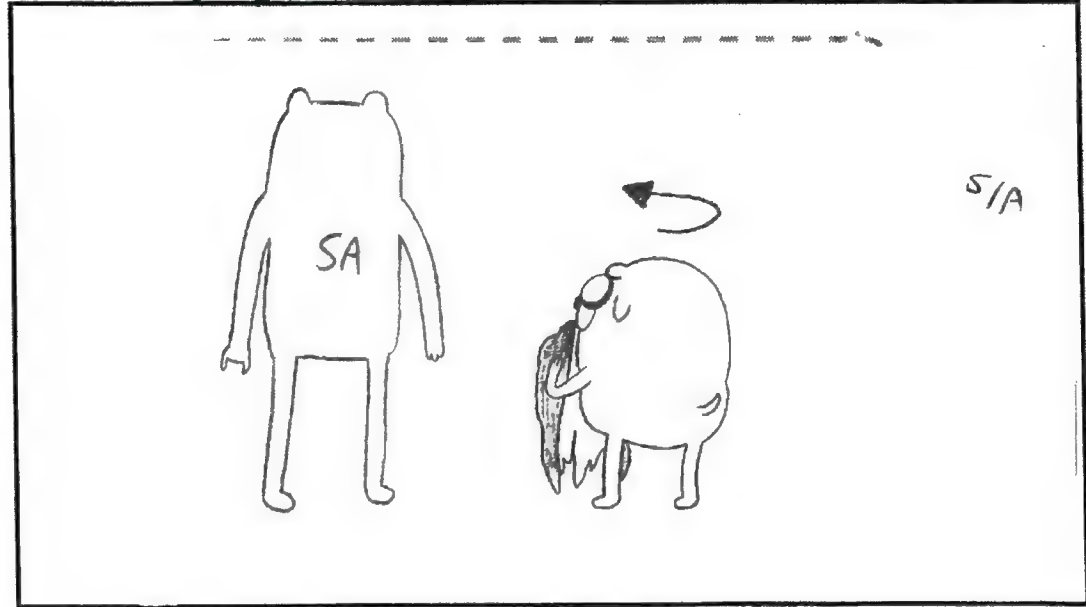
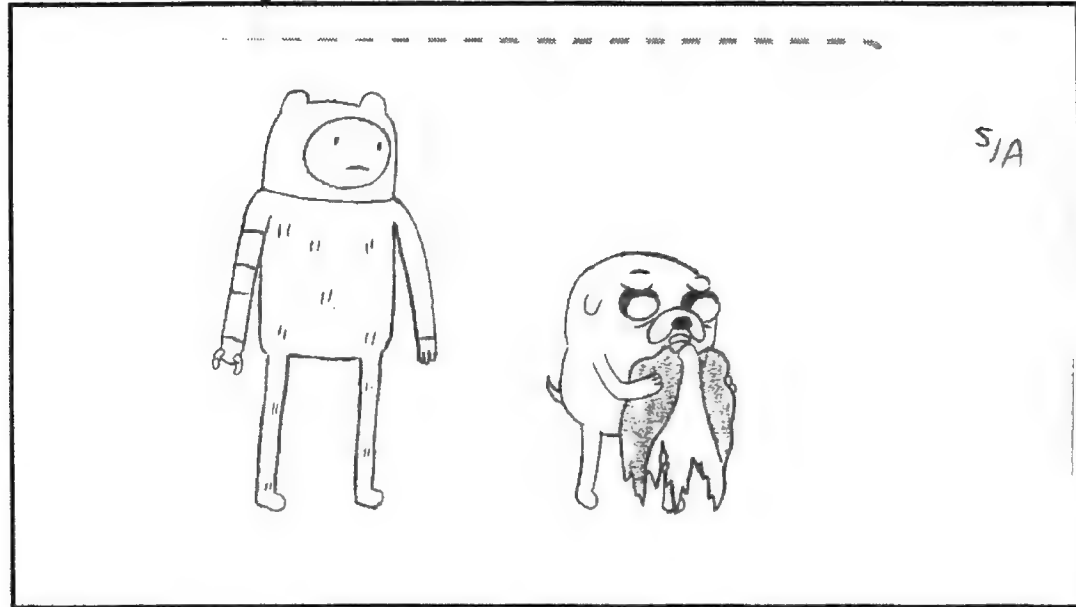
Bg.

day night

Sc. 30 cont Pnl. E

Bg.

day night



Dialog:

J: JAMES BAXTER'S AN ARTIST.

Action: - JAKE PICKS UP BEACH BALL.

- JAKE TURNS.

MAR 03 2016

Timing:

EPISODE # 1042-247

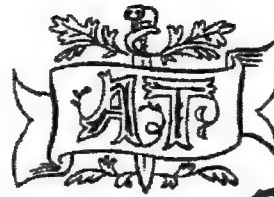
Production:

1042 247

1042 247

1042 247

ADVENTURE TIME



Page 58

Sc. 31

Pnl. A

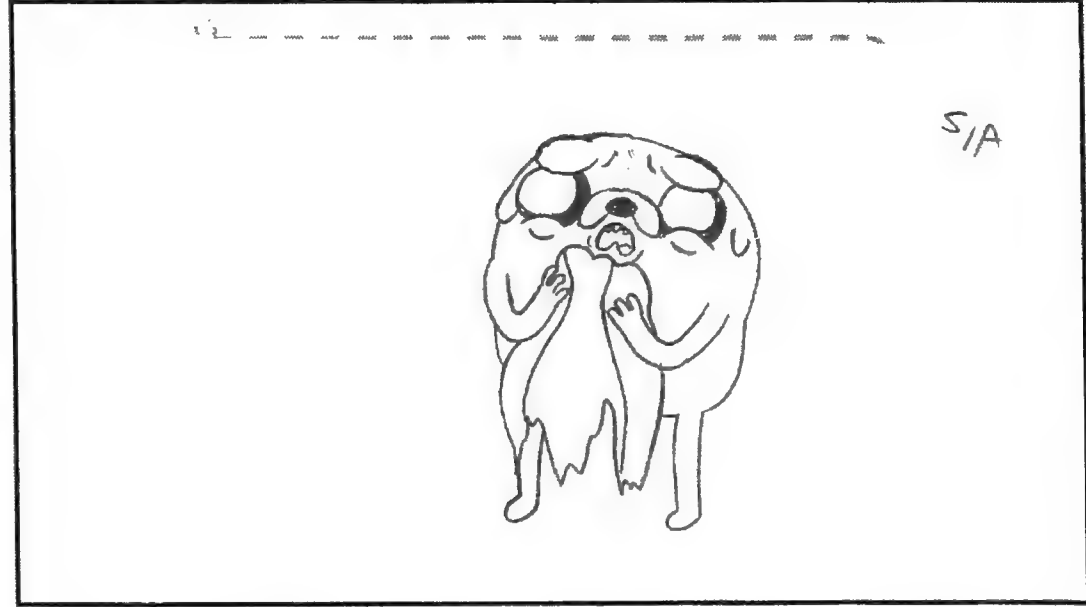
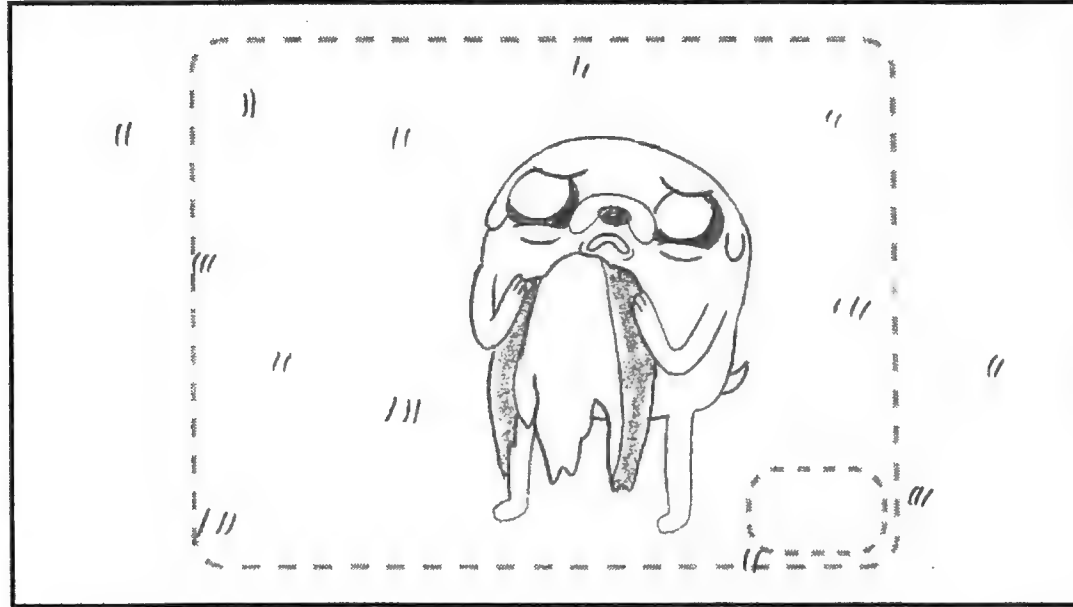
Bg.

day night

Sc. 31 cont Pnl. B

Bg.

day night



Dialog:

J: HE NEEDS THE PROPER EQUIPMENT
TO WORK!

Action:

MAR 03 2016

Timing:

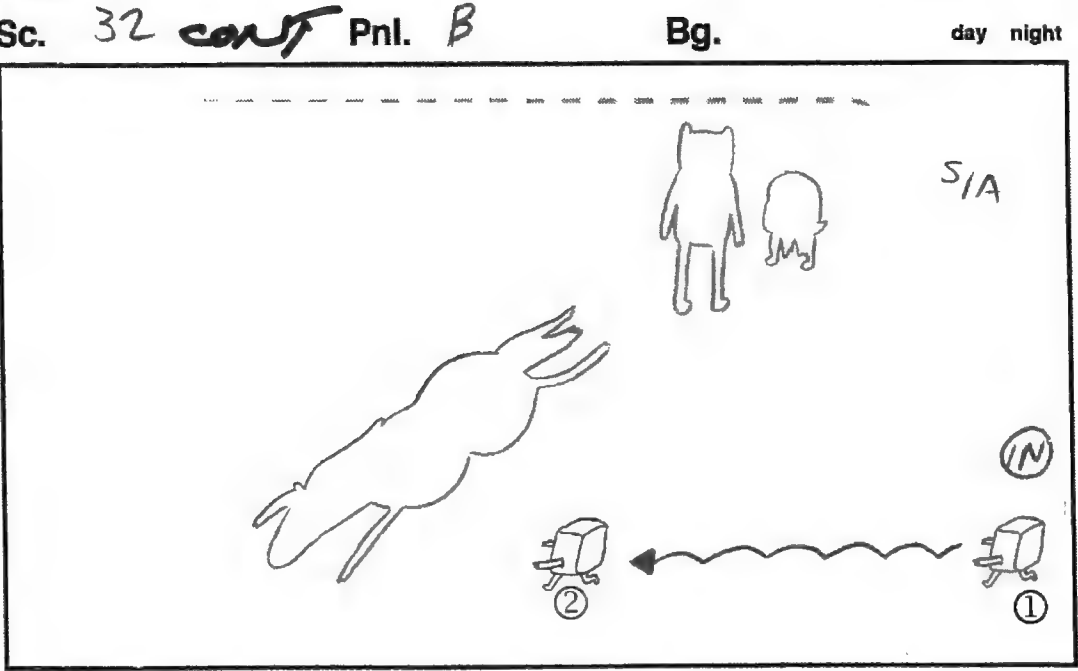
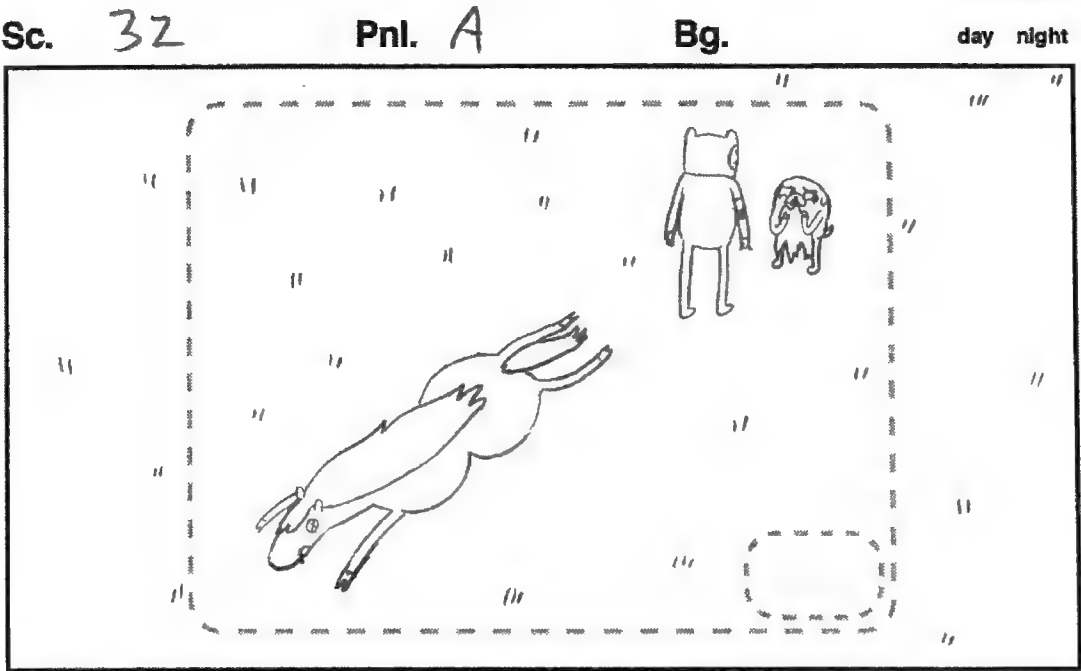
EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Dialog:	J: AND IF WE DON'T HELP HIM... NO ONE WILL BE HAPPY EVER AGAIN!	B: OH NO!
Action:	-BMA RUNS ON/S	
Timing:	MAR 03 2016	

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ADVENTURE TIME



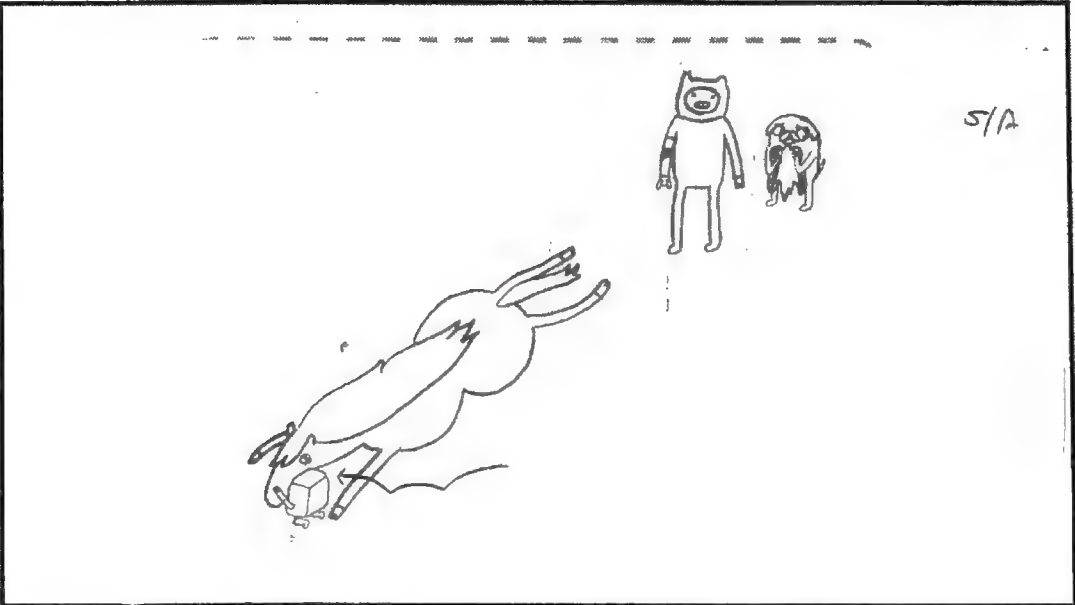
NO SC 34

Page 60

Sc. 32 cont Pnl. C

Bg.

day night

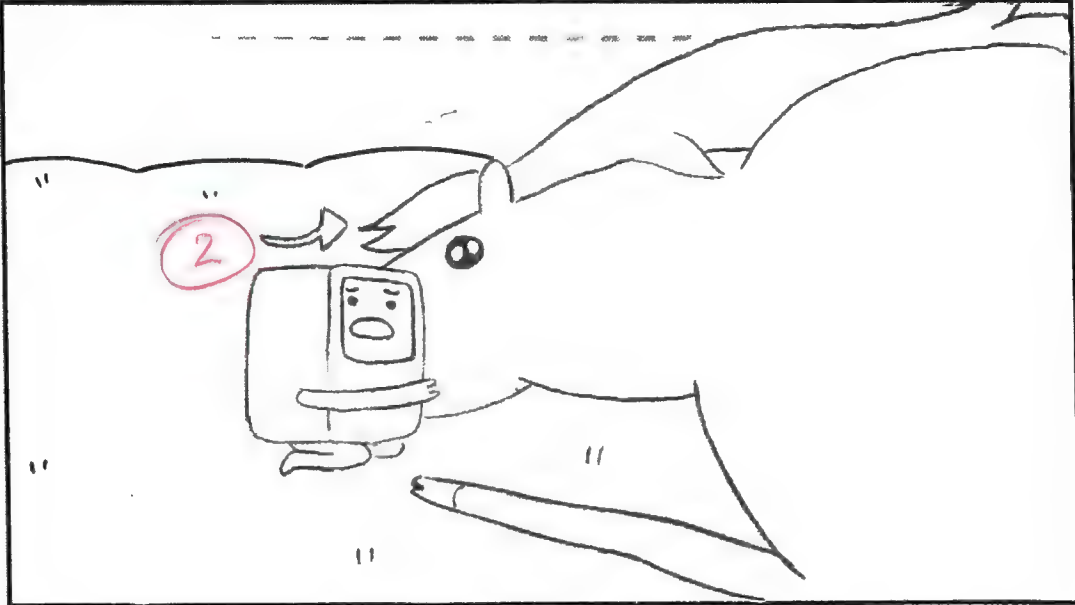


Sc. 33

Pnl. A

Bg.

day night

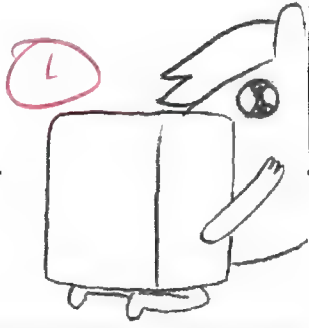


Dialog: B: Poor James!

B: WE HAVE TO SAVE THIS PRECIOUS UNICORN!

Action: BMO HUGS JAMES BAXTER.

- BMO TURNS.



Timing:

MAR 03 2016

EPISODE # 1042-247

1042 247

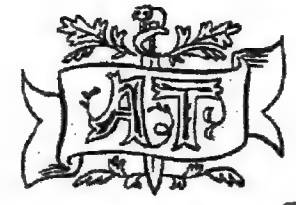
Production:

1042 247

1042 247

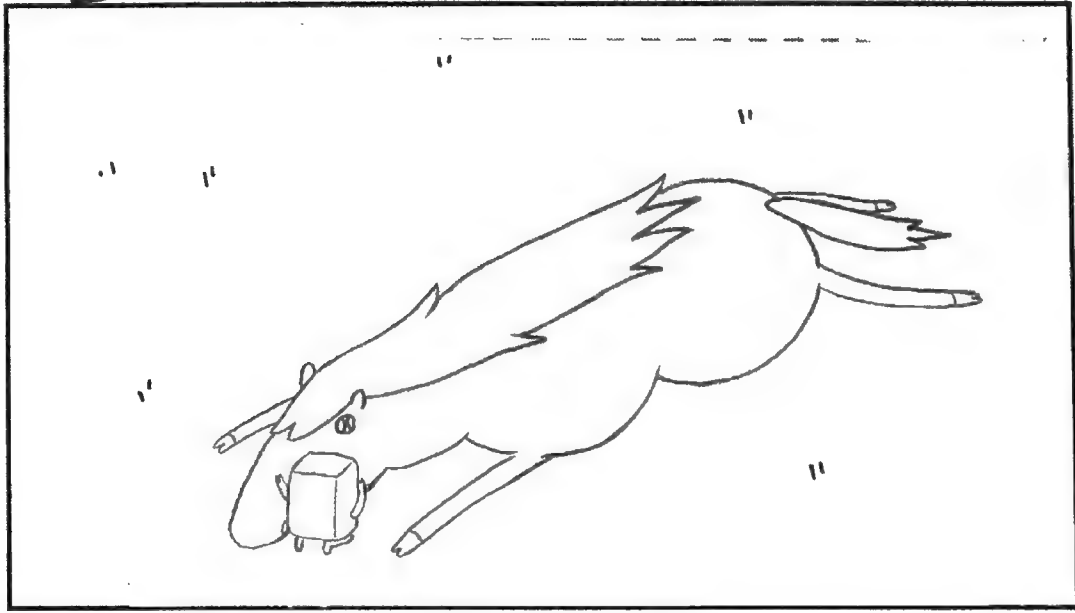
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ADVENTURE TIME

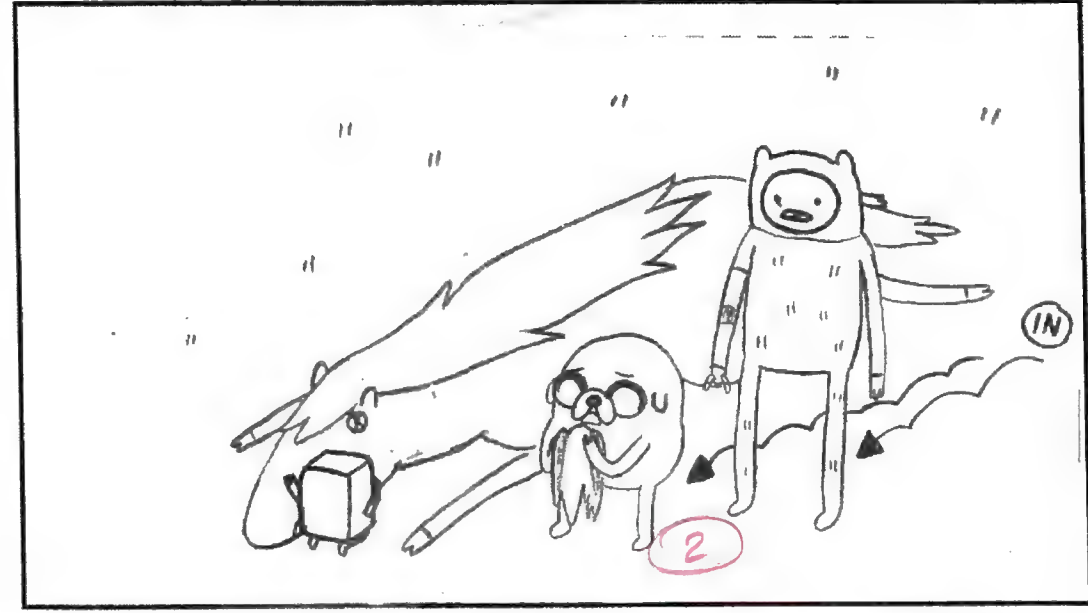


Page 61

Sc. 35 Pnl. A Bg. day night



Sc. 35 cont Pnl. B Bg. day night



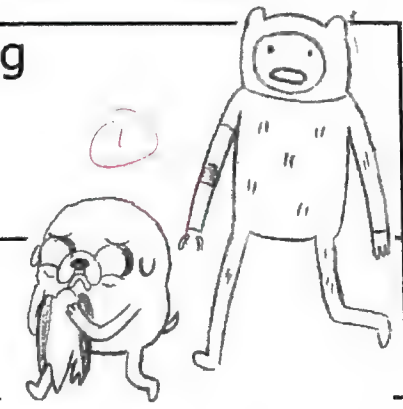
Dialog:

J: C'MON BMO, YOU'RE GOING WITH ME.

Action:

- JAKE + FINN QUICKLY WALK ON/S.

Timing:



MAR 03 2016

EPISODE # 1042-247

Production:

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1042 247

ADVENTURE TIME



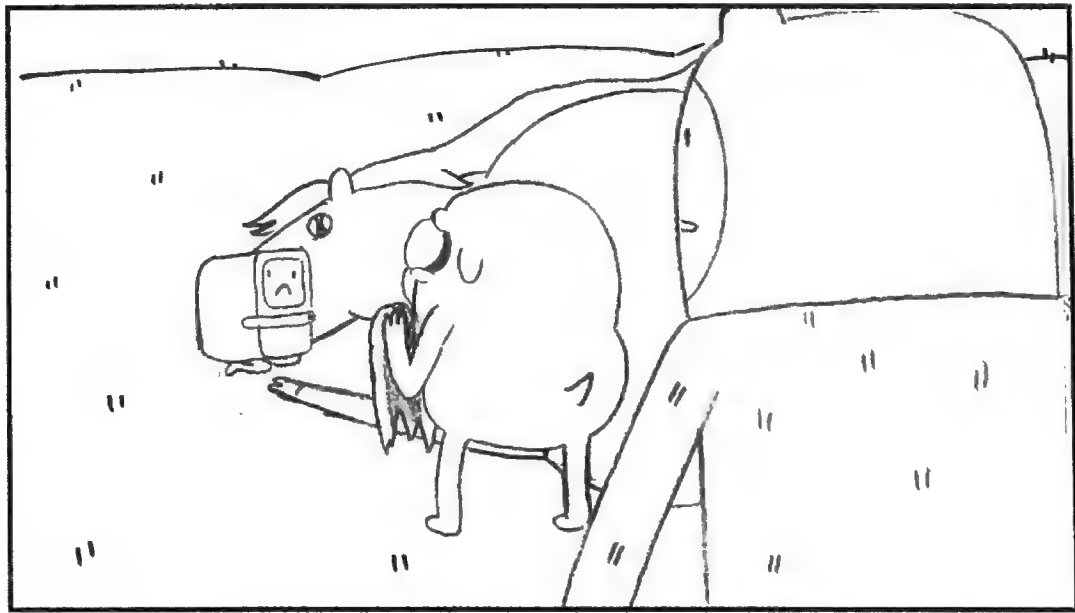
Page 62

Sc. 36

Pnl. A

Bg.

day night



Sc. 36 cont

Pnl. B

Bg.

day night



Dialog:

J: 'CAUSE YOUR SADNESS IS NOT GOING TO HELP JAMES BAXTER.

J:

I'M GOING TO FIND A PATCH FOR THIS beach BALL.

Action:

- J. TURNS TOWARDS FINN.

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Timing:

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ADVENTURE TIME



Page 63

Sc. 37

Pnl. A

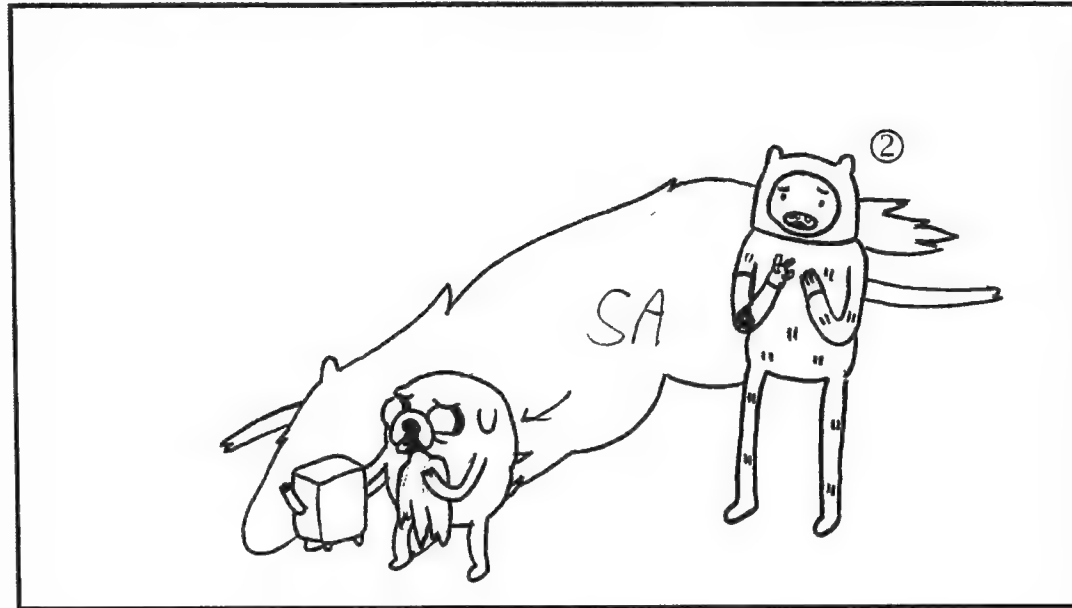
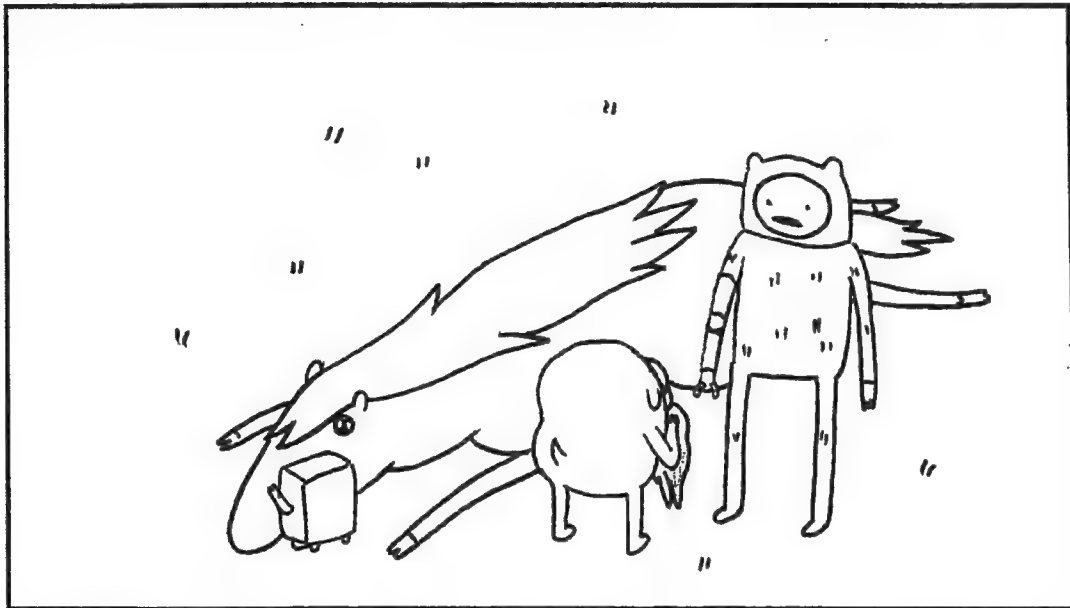
Bg.

day night

Sc. 37 *cont* Pnl. B

Bg.

day night



Dialog:

F: UH... OKAY.

Action:



- FINN LOOKS NERVOUS.

MAR 03 2016

Timing:



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Production:

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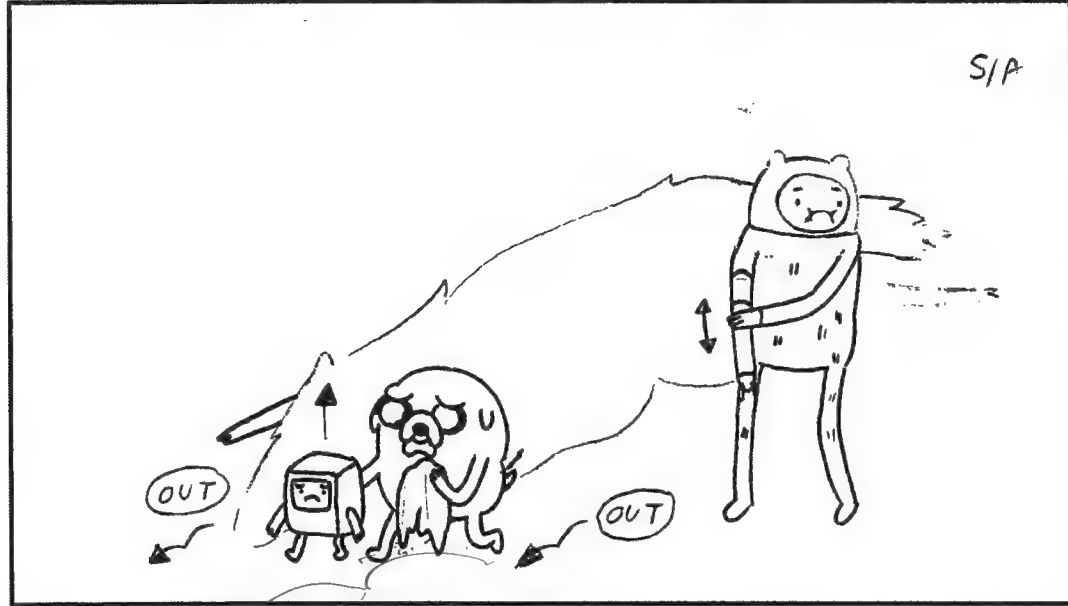


Page 64

Sc. 37 cont Pnl. C

Bg.

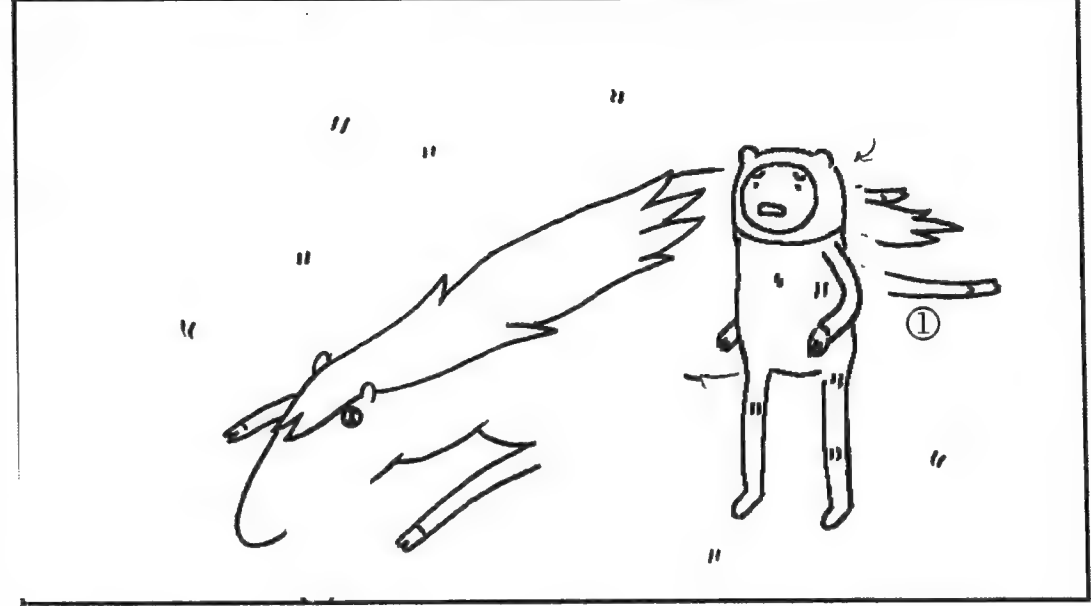
day night



Sc. 37 cont Pnl. D

Bg.

day night



Dialog:

Action: - FINN RUBS ARM.

Timing:



F: I'LL WATCH OVER JAMES BAXTER!

- J. LEADS BMO OFF/S.

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ADVENTURE TIME



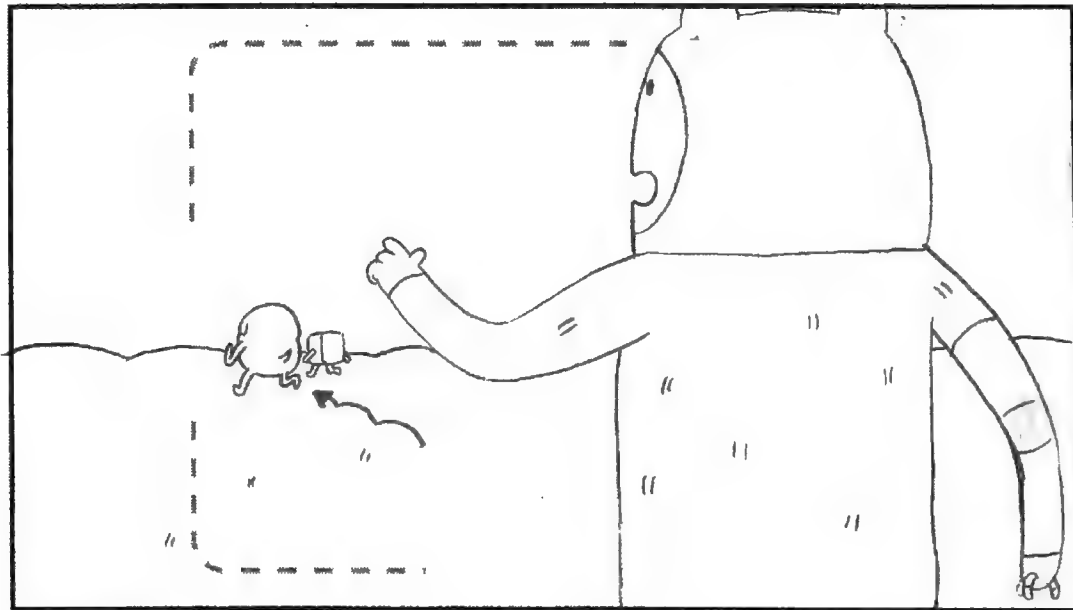
Page 65

Sc. 38

Pnl. A

Bg.

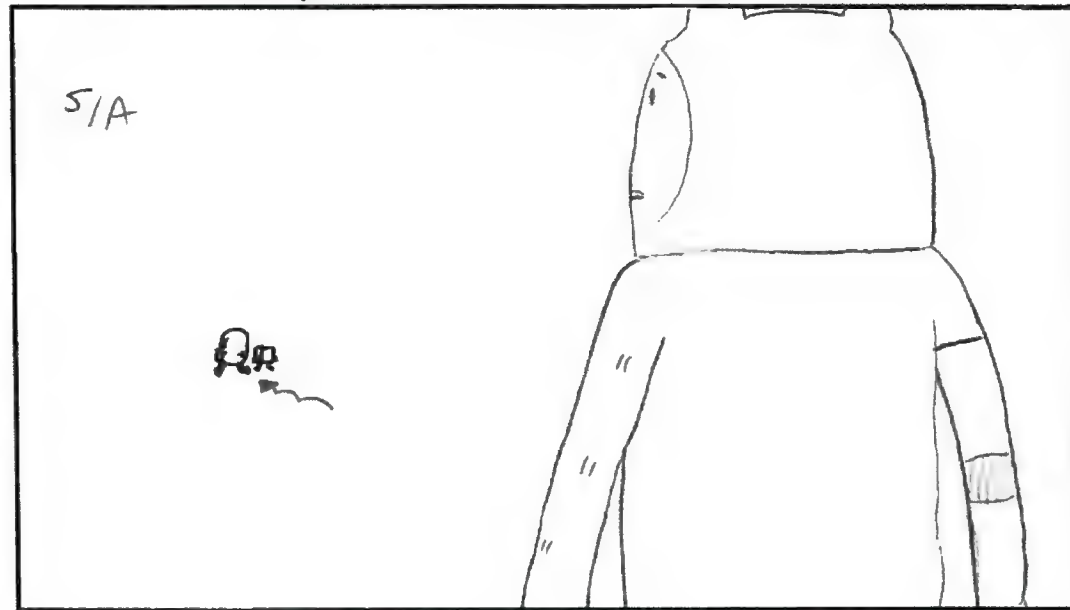
day night



Sc. 38 cont Pnl. B

Bg.

day night



Dialog:

① TRY TO CHEER HIM UP, MAN.

Action:

- J. + BMO RUN INTO DISTANCE.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

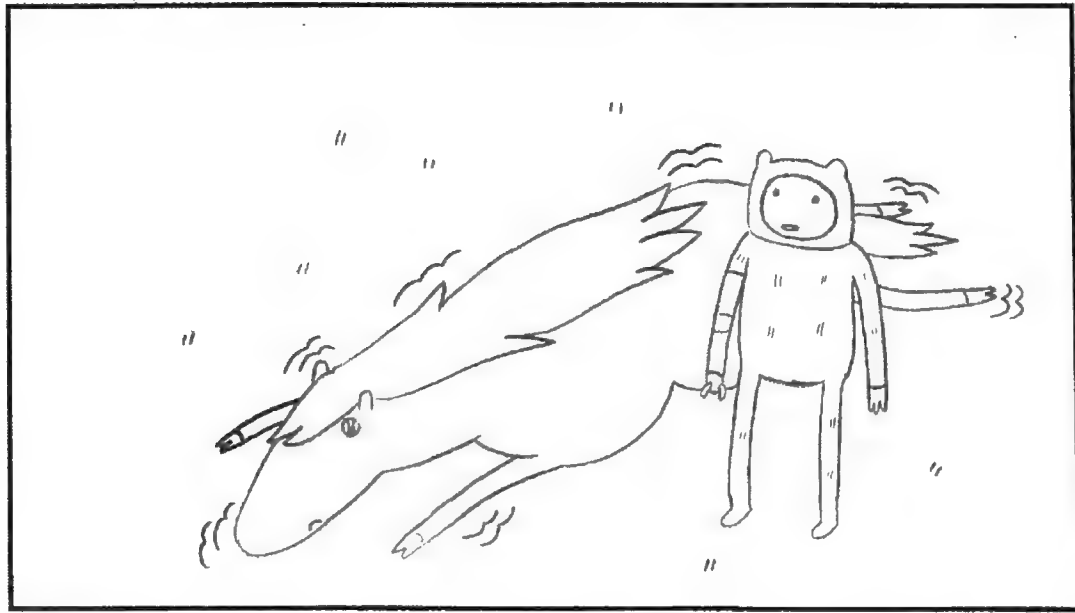
1042 247

ADVENTURE TIME

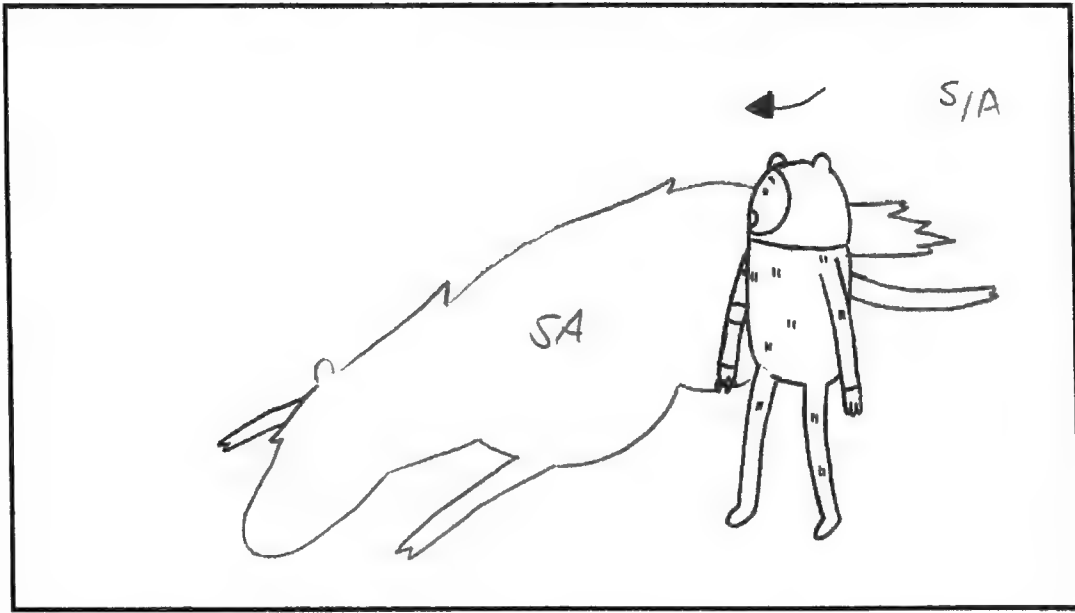


Page 66

Sc. 39 Pnl. A Bg. day night



Sc. 39 *cont* Pnl. B Bg. day night



Dialog:

Finn: (Whispers) Cheer him up...

Action:

JB SHAKING

MAR 03 2016

Timing:

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ADVENTURE TIME

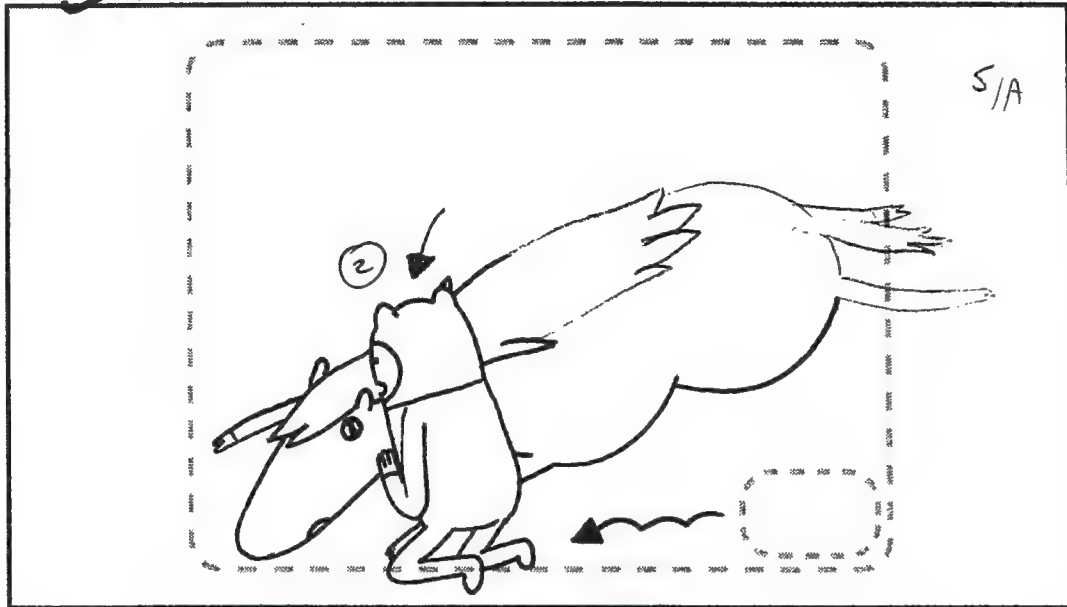


Page 67

Sc. 39 cont Pnl. C

Bg.

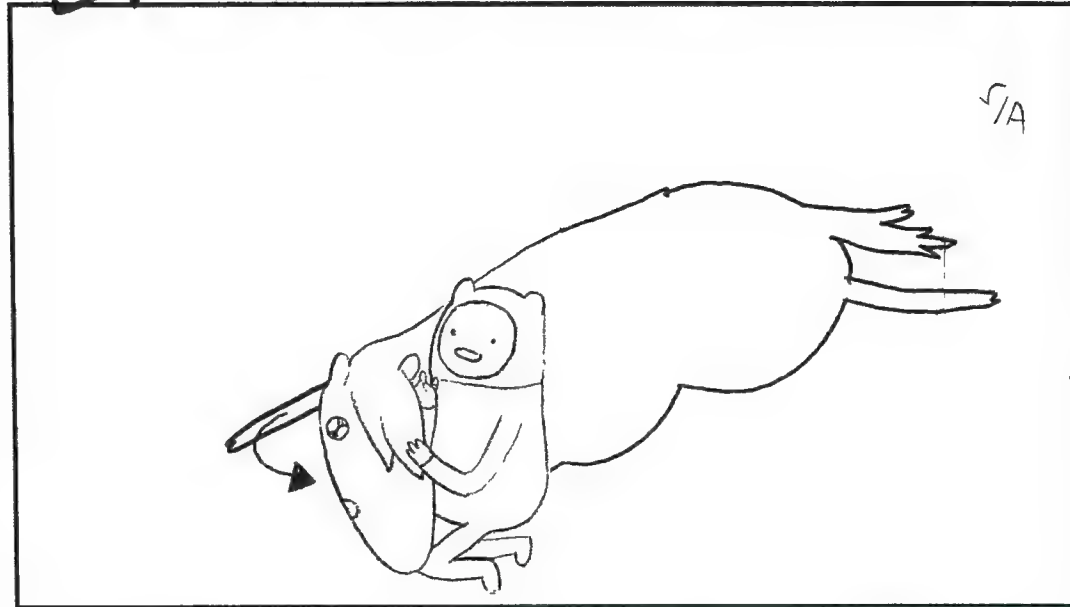
day night



Sc. 39 cont Pnl. D

Bg.

day night



Dialog:

Action:

Timing:



F: JAMES, Uh, I mean, Mr. Baxter
CAN YOU WALK?

MAR 03 2016

EPISODE # 1042-247

Production:

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ADVENTURE TIME

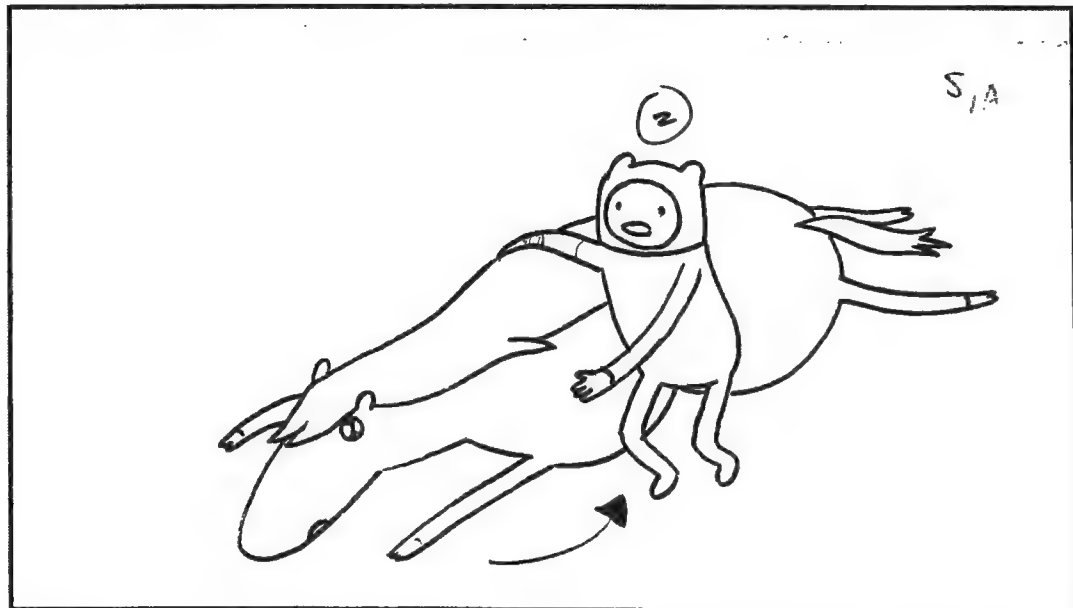


Page 68

Sc. 39 cont Pnl. E

Bg.

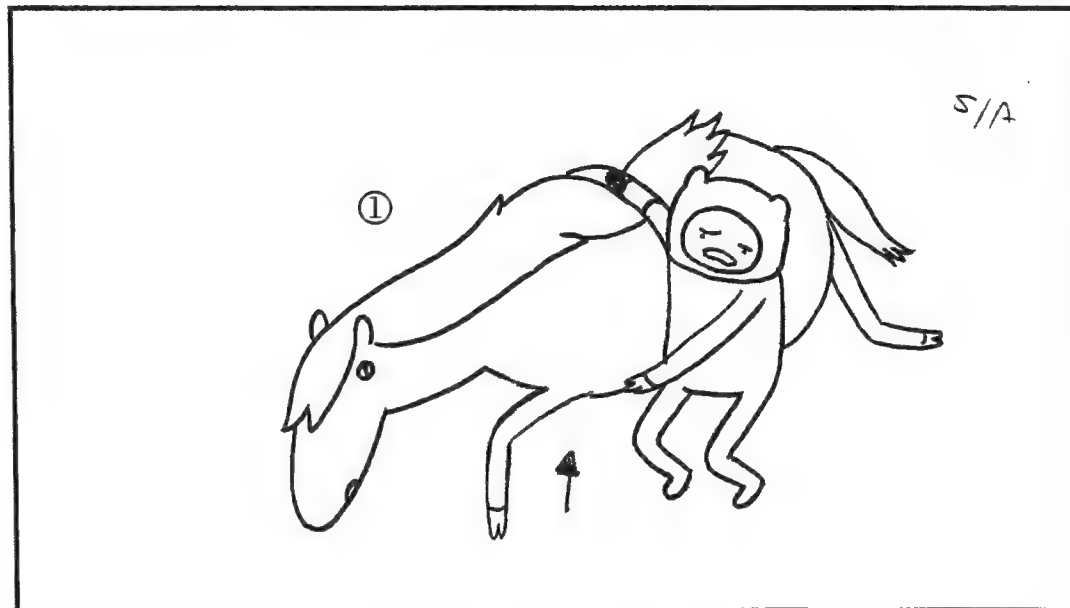
day night



Sc. 39 cont Pnl. F

Bg.

day night



Dialog: F: DON'T WORRY...

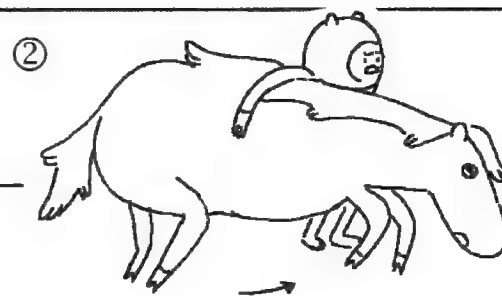
Action: FINN PUTS HIS ARMS AROUND JAMES.



- FINN GETS JB ON HIS FEET.

MAR 03 2016

Timing:



EPISODE # 1042-247

Production:

1042 247

ADVENTURE TIME

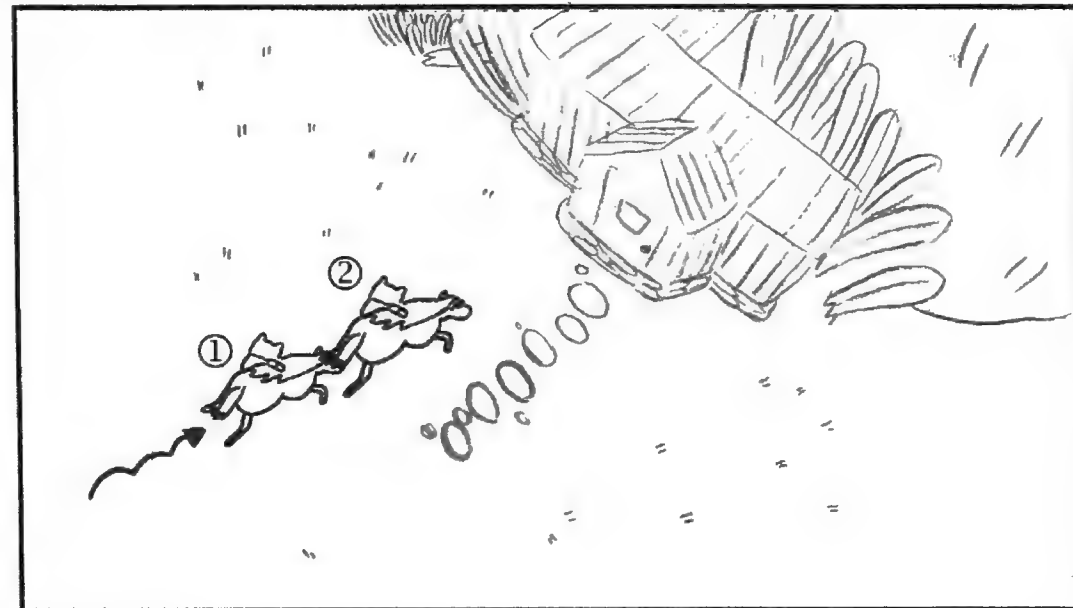
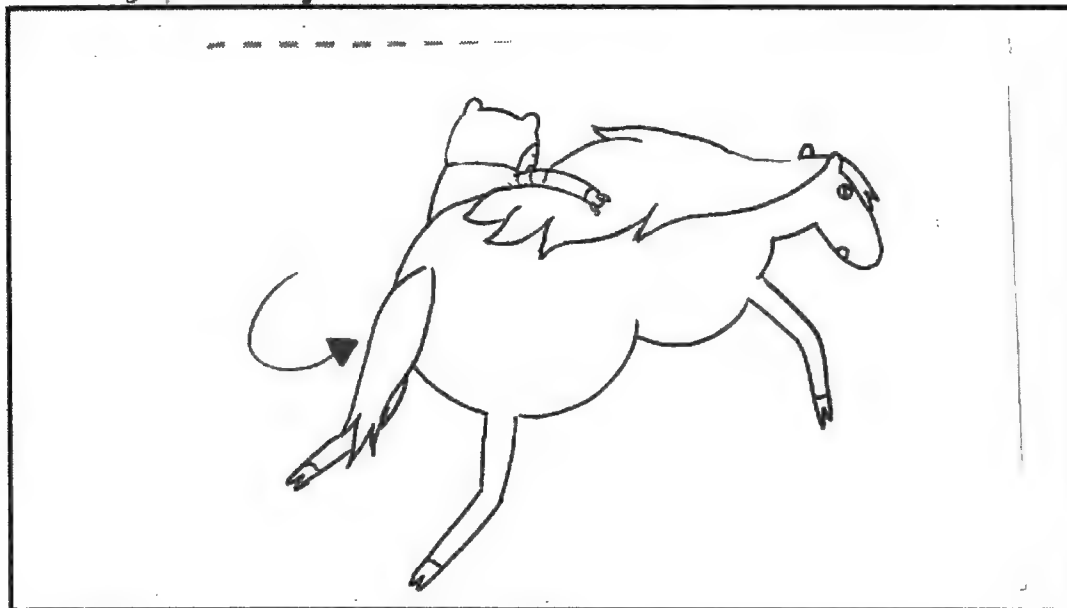


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Sc. 39 cont Pnl. G Bg.

day night Sc. 40

Pnl. A Bg. day night



Dialog:
 (F) I'LL HELP YOU...

Action:
 - F. TURNS JB AROUND.

- F. GUIDES JB AS THEY WALK.

MAR 03 2016

Timing:

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Production:

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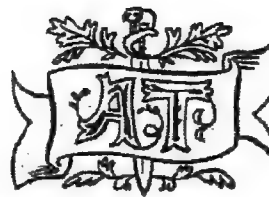
1042 247

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ADVENTURE TIME



Sc. 40 cont Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

Page 70
70A NEXT
day night



Dialog:

Action:

FINN WALKS JB. INSIDE TREEHOUSE.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

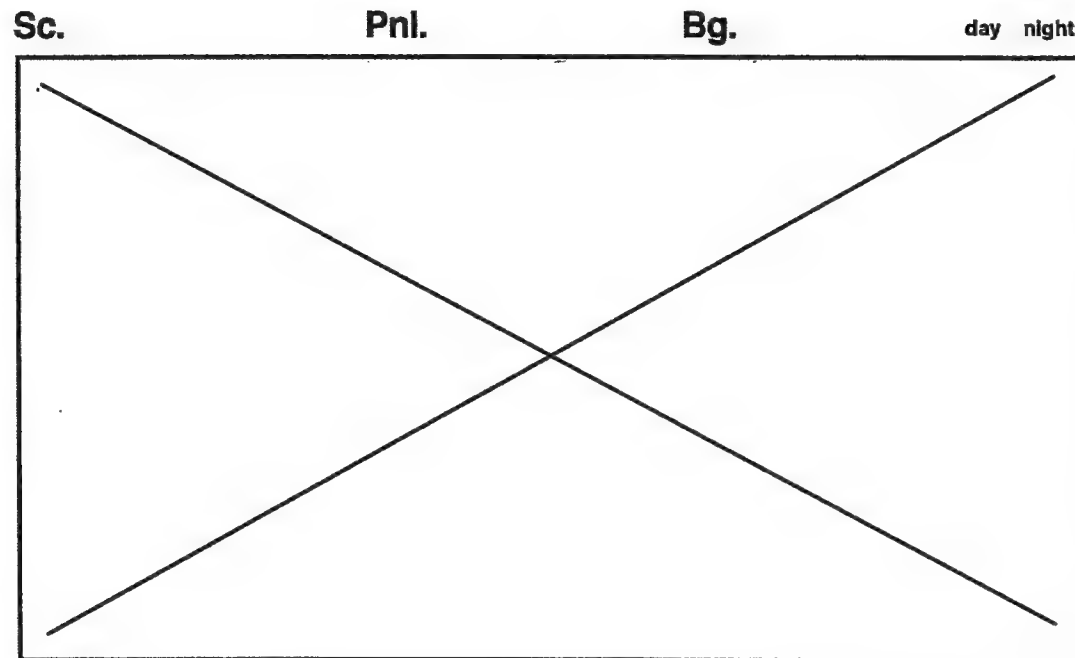
1042 247

1042 247

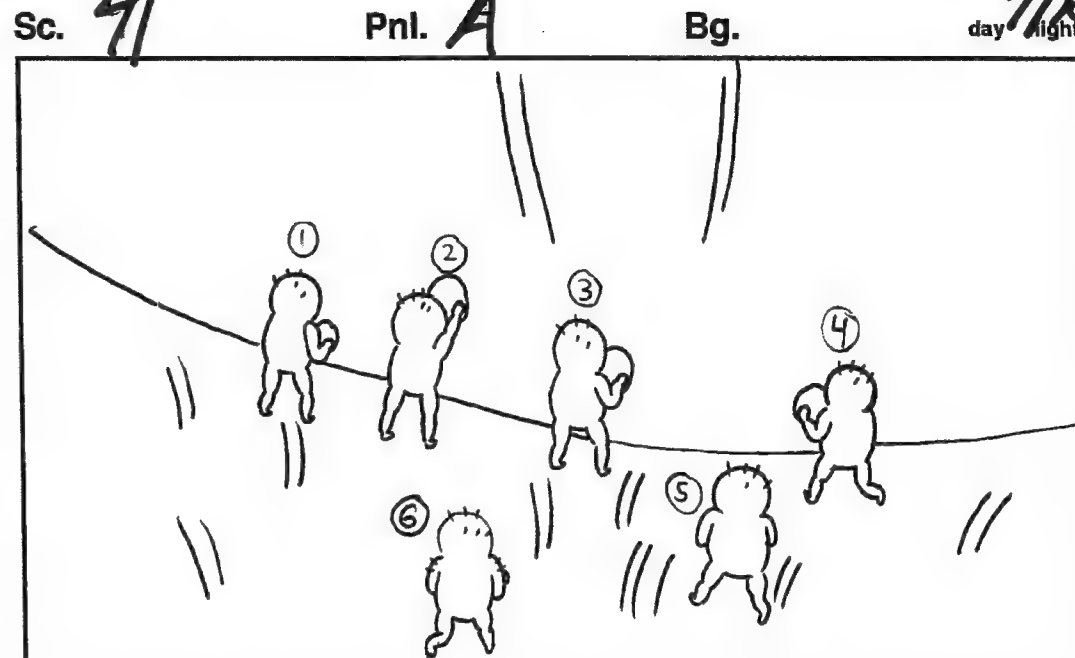
ADVENTURE TIME



Page **70 A**
TIME
 day night



day night



Sc.

Pnl. **A**

Bg.

Page

day night

EPISODE # 1042-247

Dialog:

Action:

MOLES PUTTING BITS IN TREES

MAR 03 2015

Timing:

Production:

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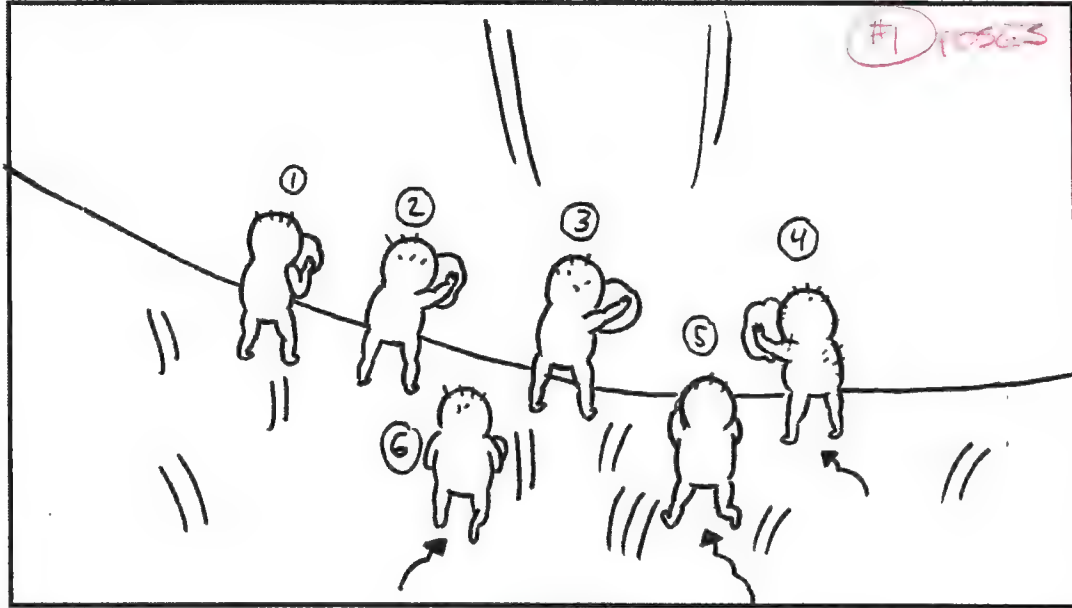
ADVENTURE TIME



Sc. *4/1 CONT* Pnl. *B*

Bg.

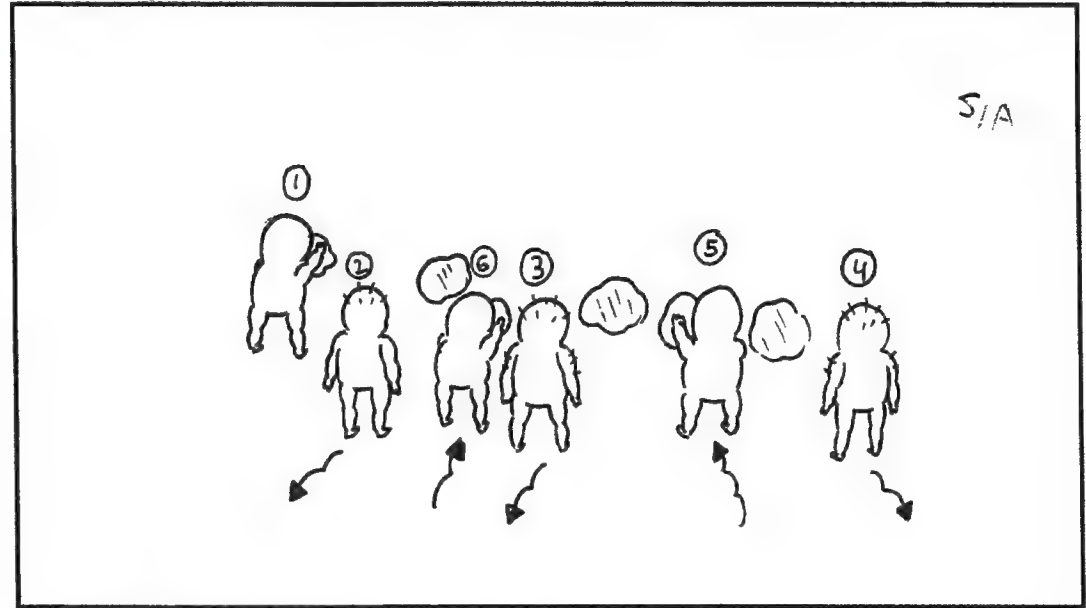
day night



Sc. *4/1 CONT* Pnl. *C*

Bg.

day night



Dialog:	<i>#2</i> <i>POSES</i>	<i>2 B</i>	<i>3 B</i>	<i>4 B</i>		<i>1 B</i>	<i>6 B</i>	<i>5 B</i>
Action:								
Timing:								

MAR 03 2015

EPISODE # 1042-247

Production:

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ADVENTURE TIME



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Sc. 41 CONT Pnl. D

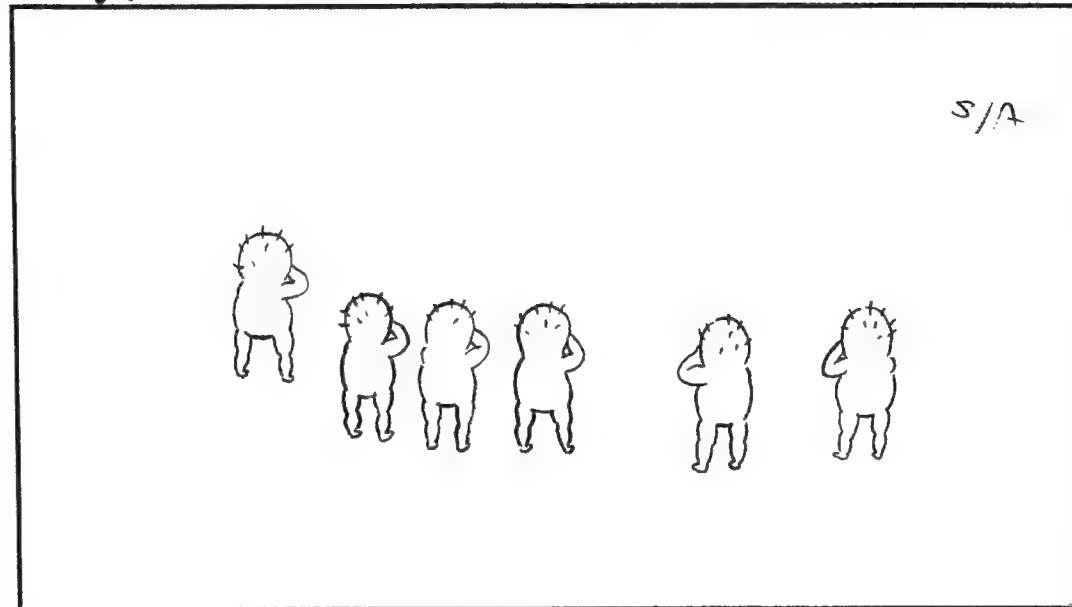
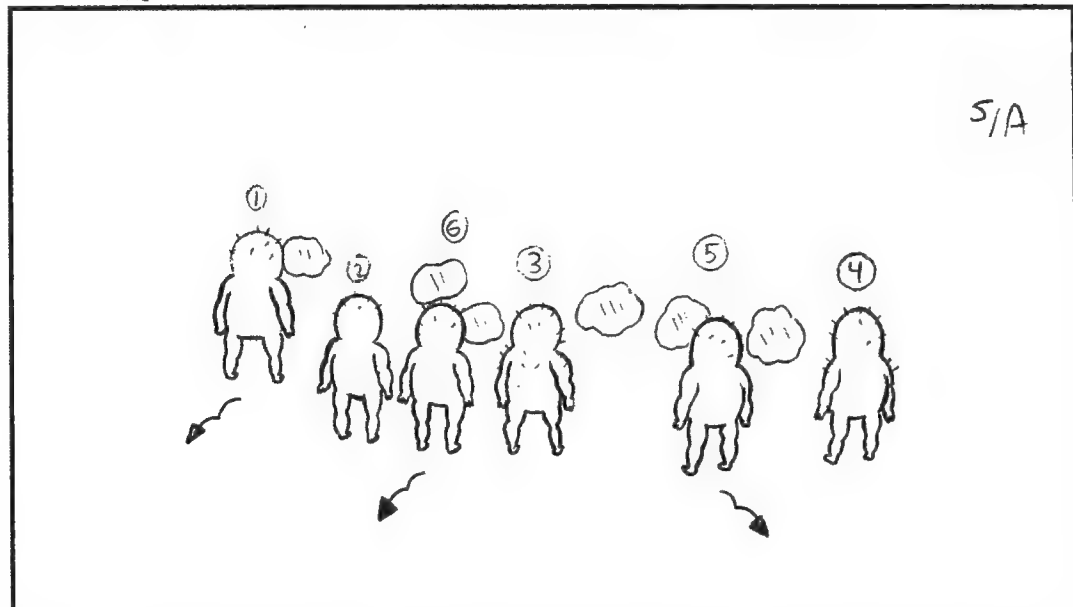
Bg.

day night

Sc. 41 CONT Pnl. E

Bg.

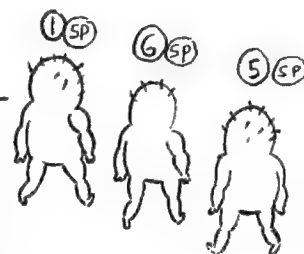
day night



Dialog:

Action:

Timing:



MOLE PEOPLE: [CRYING]

MOLES CRYING.

MAR 03 2016

EPISODE # 1042-247

Production:

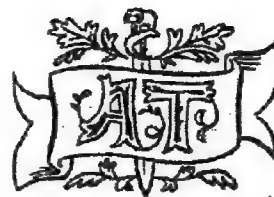
1042 247

1042 247

1042 247

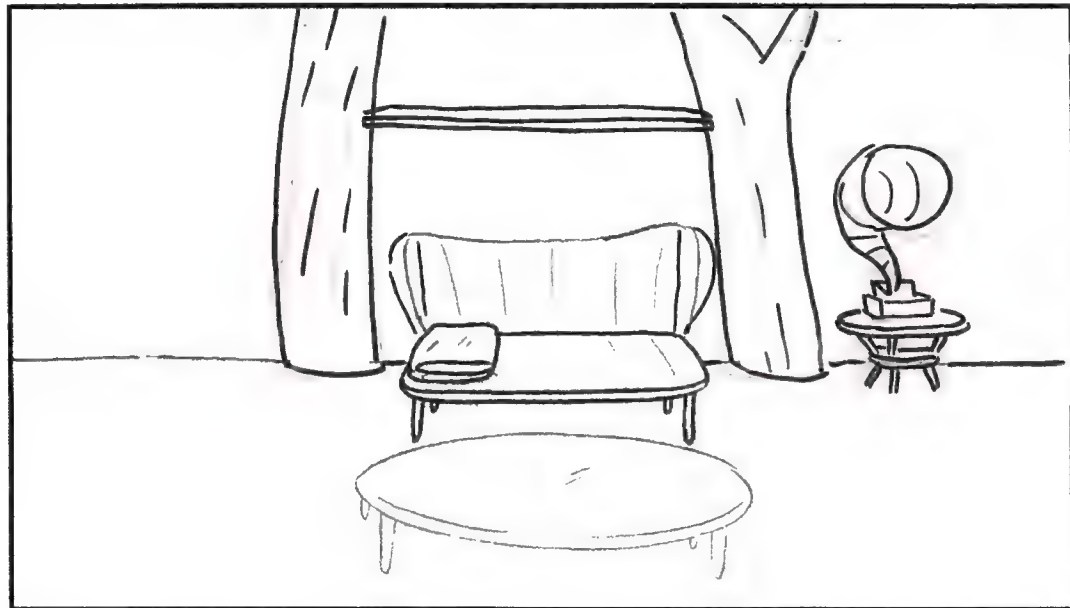
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ADVENTURE TIME

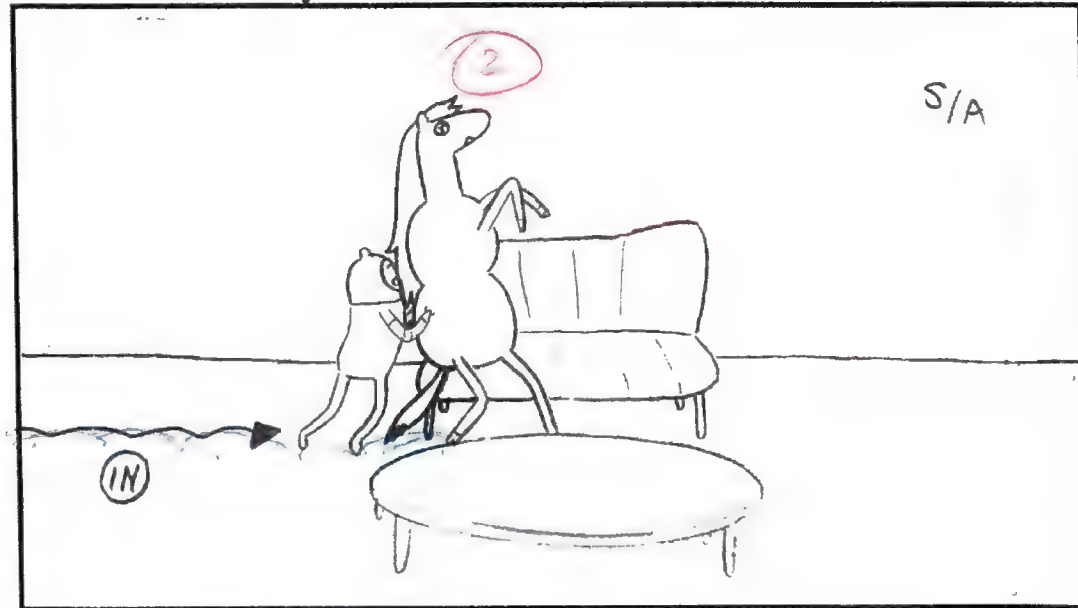


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Sc. 42 Pnl. A Bg. day night



Sc. 42 cont Pnl. B Bg. day night



Dialog:

F/ Sorry it's so cold in here Mr. Baxter.

Action:

-F. PUSHES JB ON/S,

Timing:



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ADVENTURE TIME



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Sc. 42 cont Pnl. C

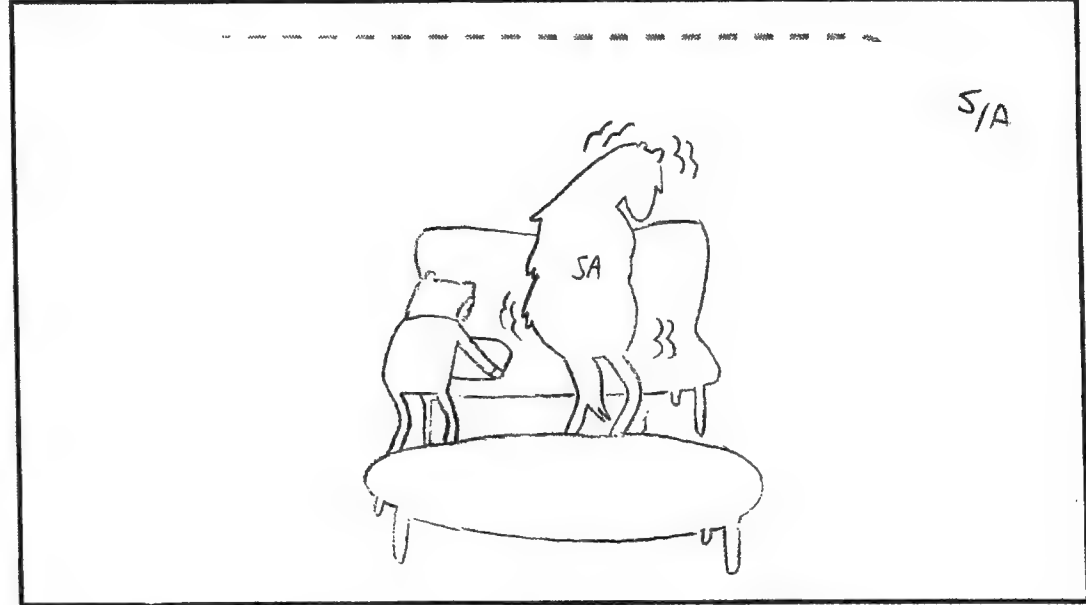
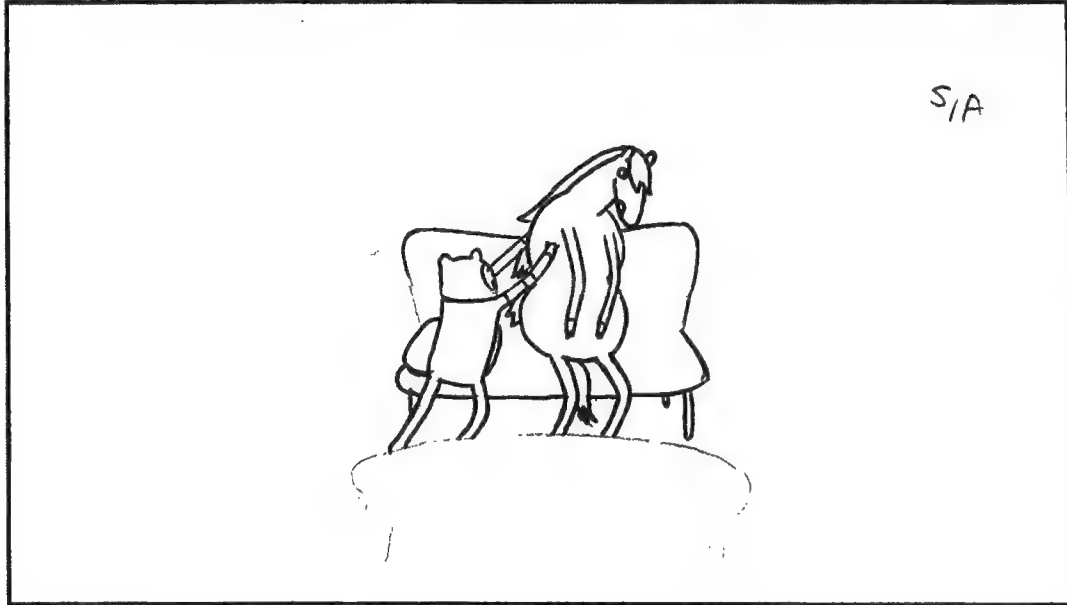
Bg.

day night

Sc. 42 cont Pnl. D

Bg.

day night



Dialog:

F: Does that - uh, does that feel better?

Action:

- F. SITS JB DOWN ON COUCH.

- JB SHAKING.

- F. GRABS FOLDED-UP BLANKET.

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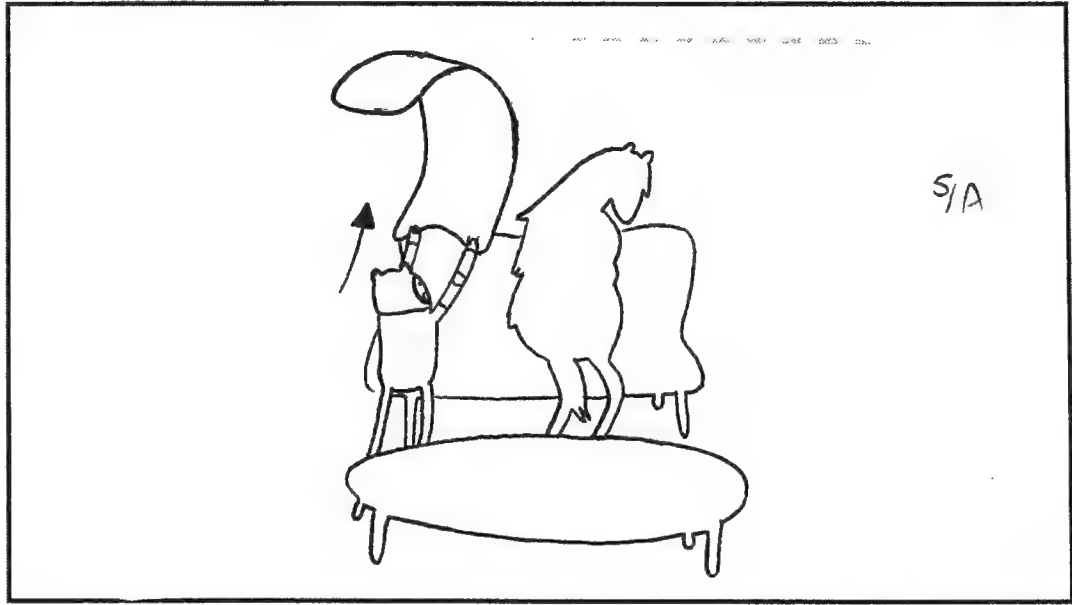


Page 75

Sc. 42 *cont* Pnl. E

Bg.

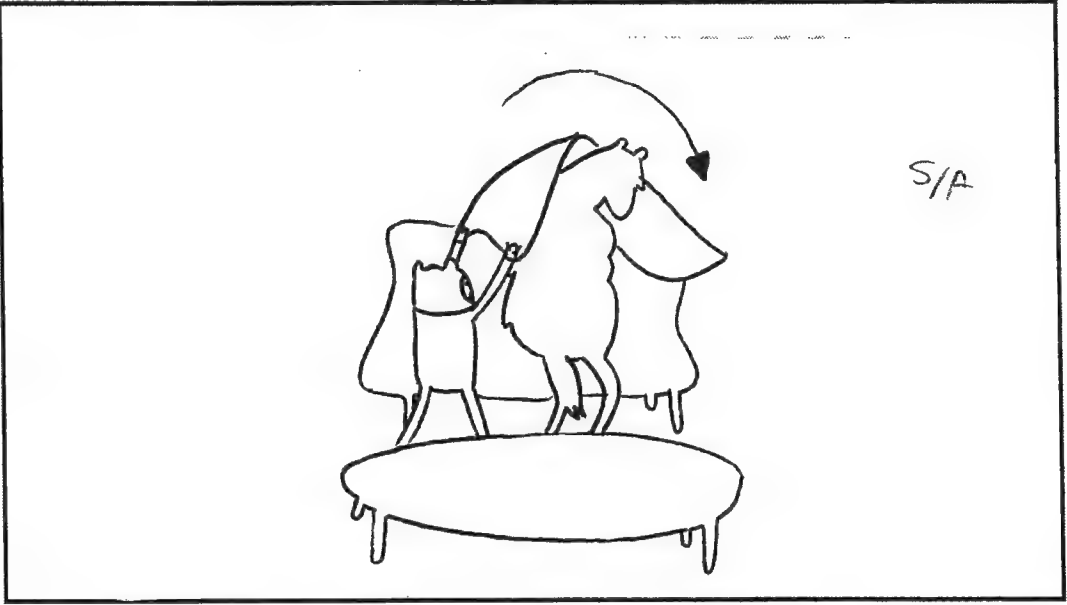
day night



Sc. 42 *cont* Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



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Sc. 42 cont Pnl. G

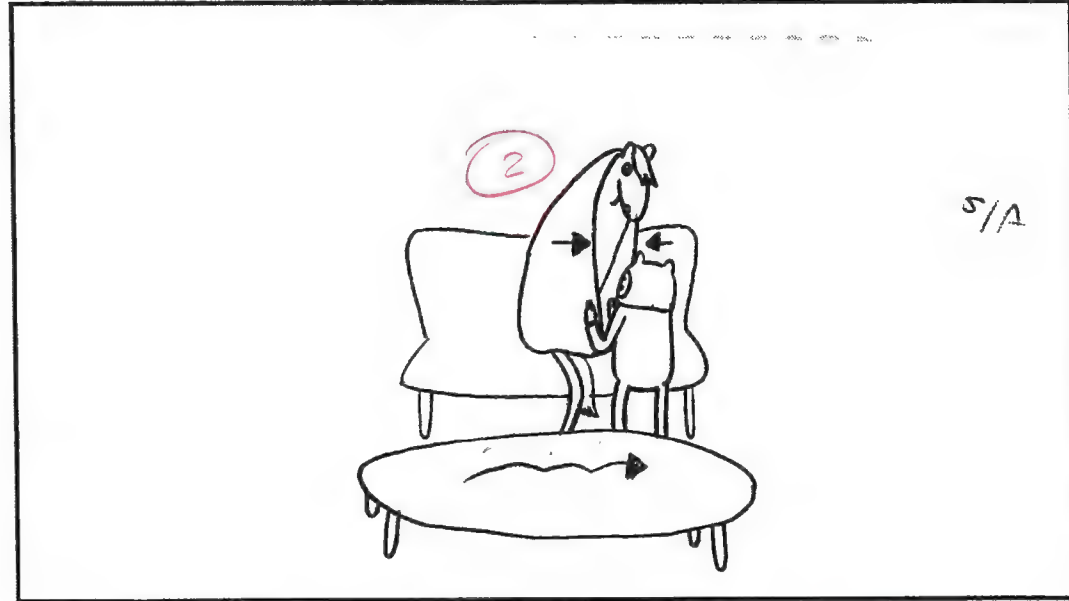
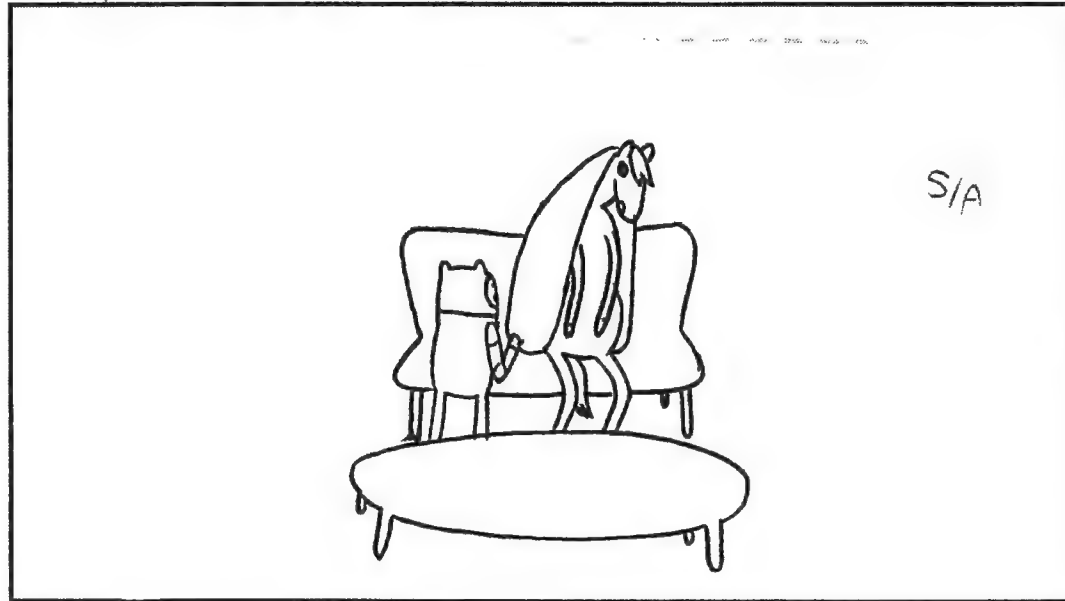
Bg.

day night

Sc. 42 cont Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

- F. CLOSSES BLANKET
AROUND JB.



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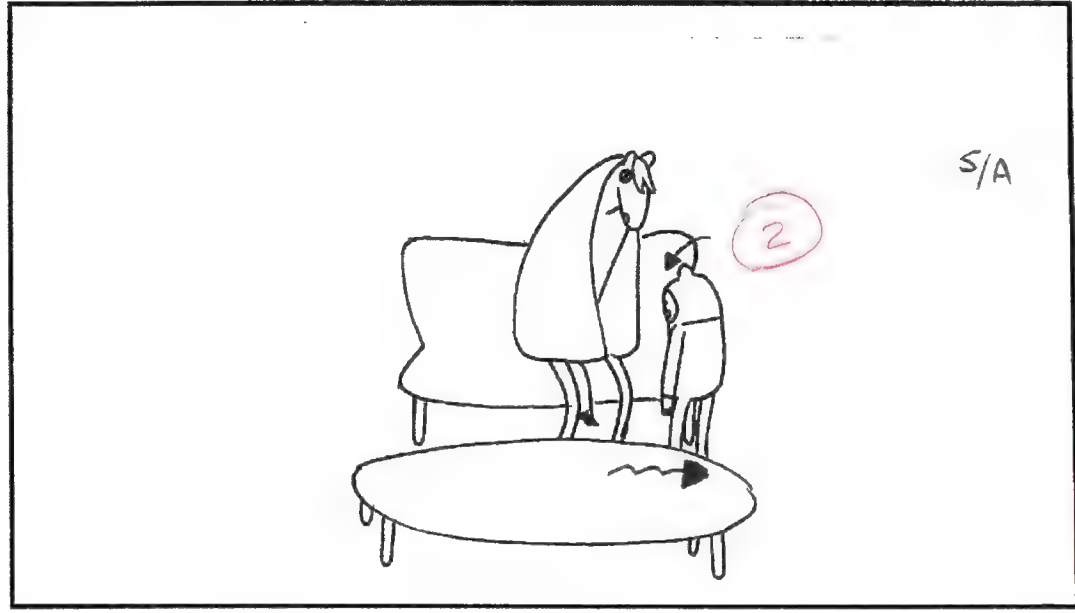
ADVENTURE TIME



Sc. 42 cont Pnl. I

Bg.

day night

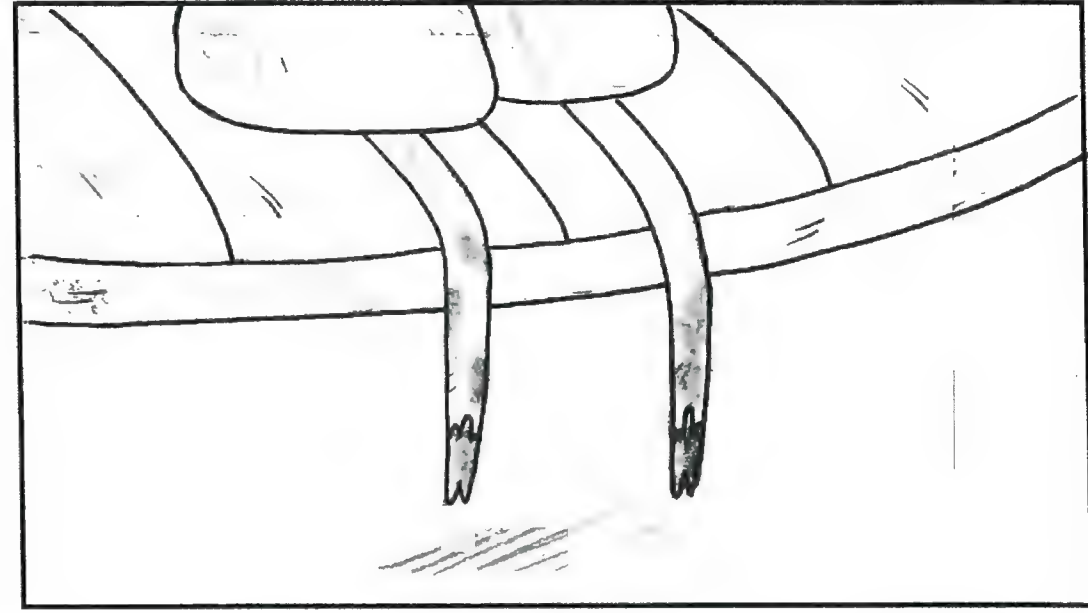


Sc. 43

Pnl. A

Bg.

day night



Dialog:	<u>F:</u> [GASP]	<u>F:</u> (O/S) YOUR HOOVES ARE SOILED!
Action:	FINN LOOKS DOWN. NOTICES THAT JB HAS SOILED HIS HOOVES.	
Timing:		



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Production:

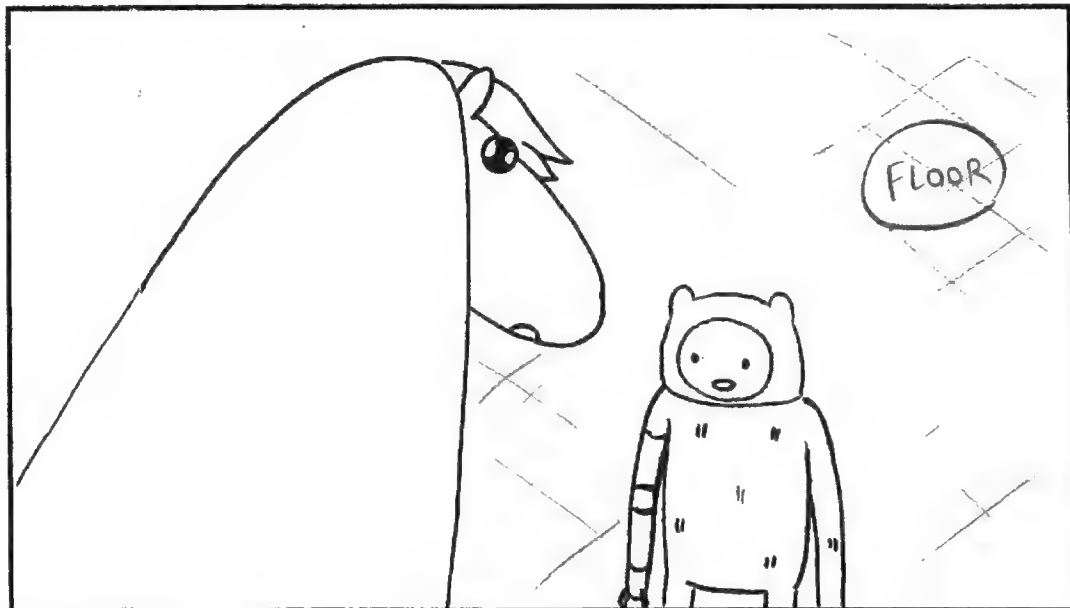
1042 247

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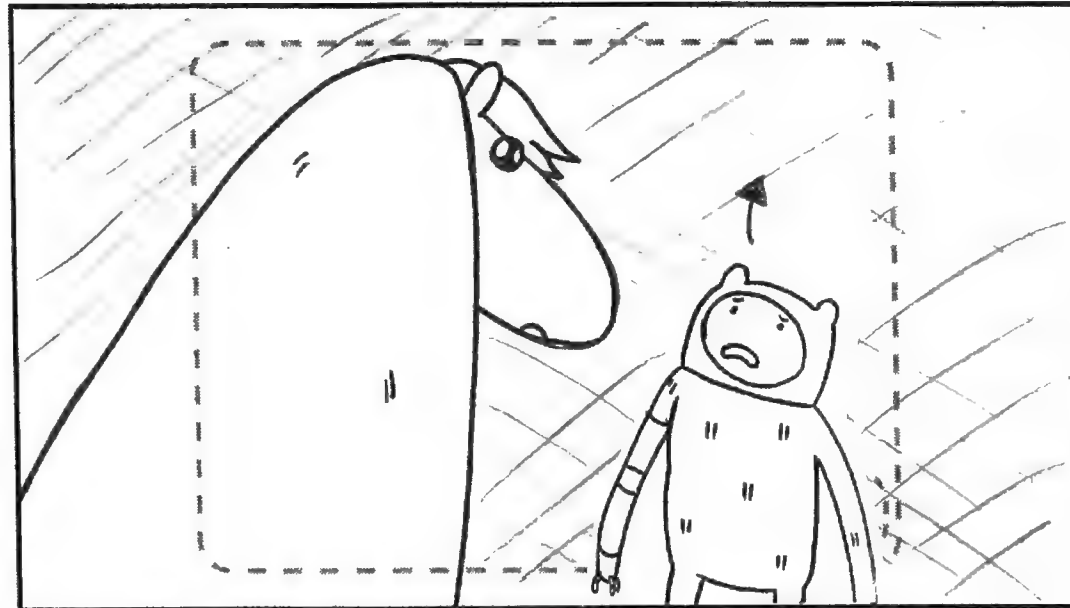


Page 78

Sc. 44 Pnl. A Bg. day night



Sc. 44 cont Pnl. B Bg. day night



Dialog:

F: I'LL BE RIGHT BACK WITH A WASH CLOTH AND herbal TEA!

Action:

MAR 03 2016

Timing:

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Production:

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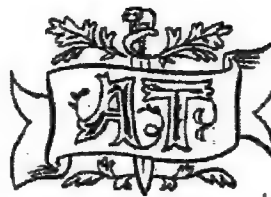
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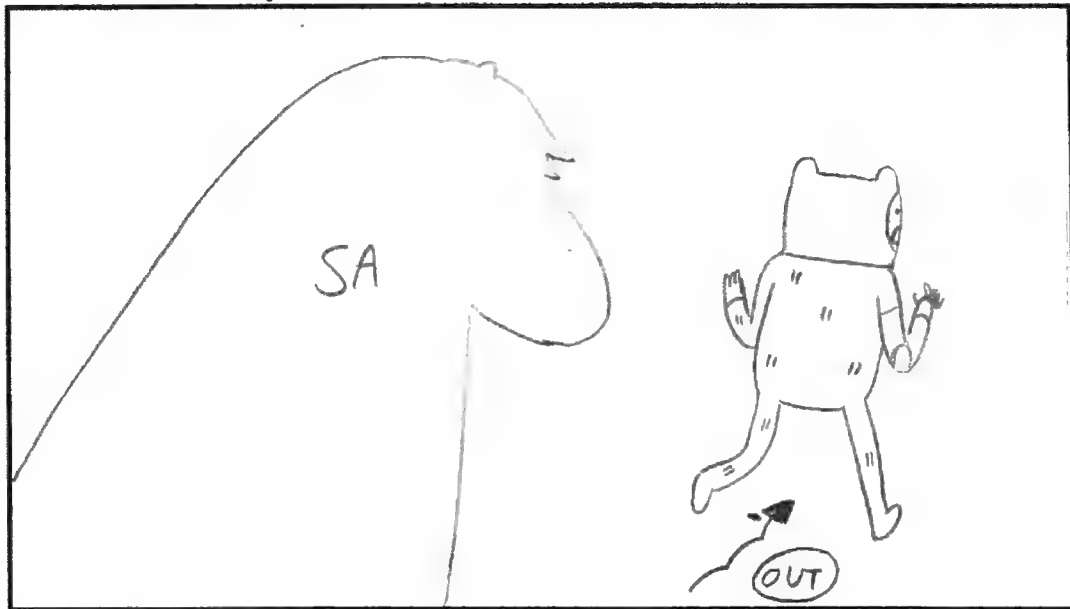


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Sc. 44 cont Pnl. C

Bg.

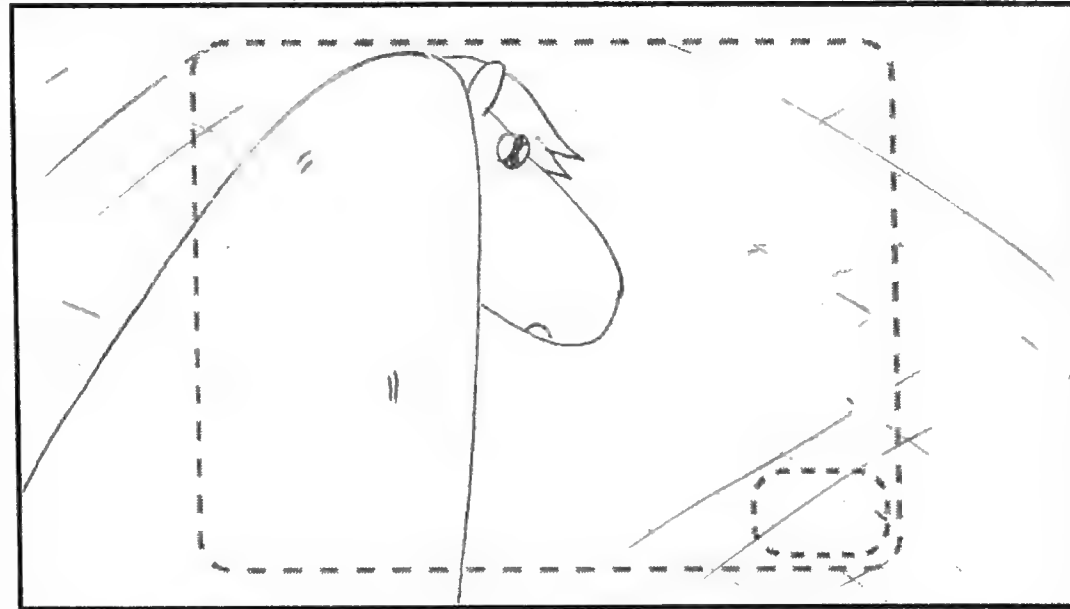
day night



Sc. 44 cont Pnl. D

Bg.

day night



Dialog:

F: YEEP YEEP!

Action:

- F. TURNS AND RUNS OFF/S.

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Timing:

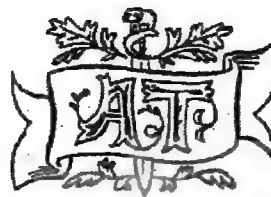
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Production:

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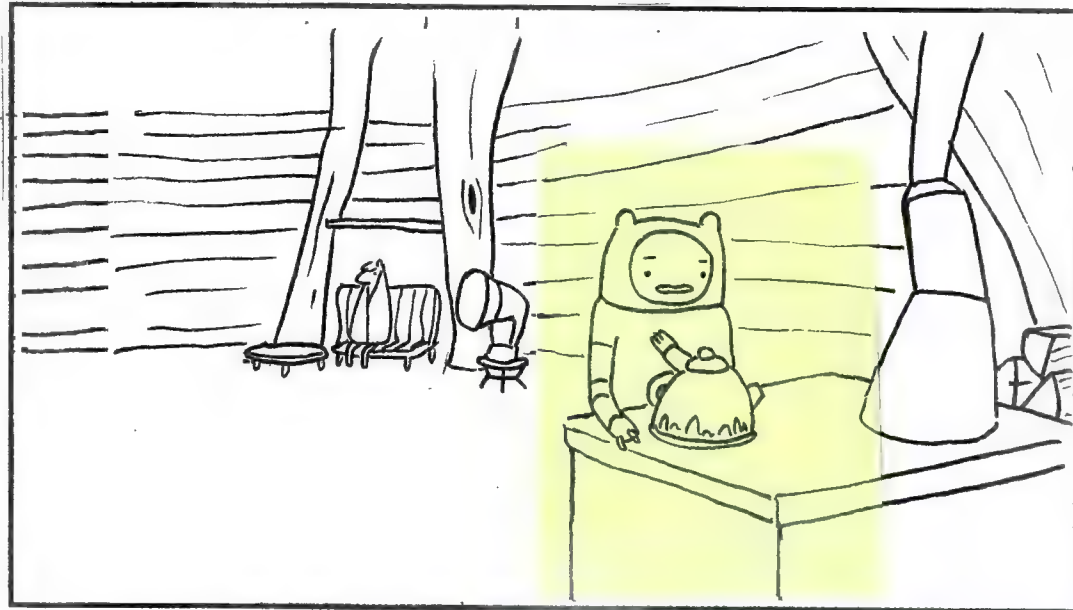


Page 80

Sc. 45 cont Pnl. A

Bg.

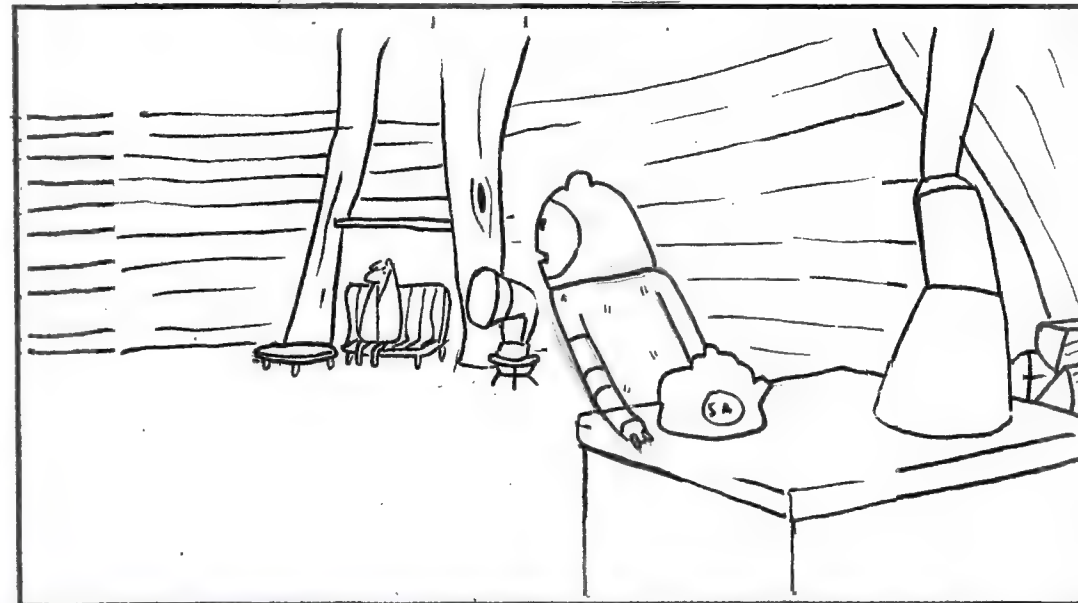
day night



Sc. 45 cont Pnl. B

Bg.

day night



Dialog:

Action: - FINN IS NERVOUS ABOUT
BEING AROUND JAMES BAXTER.
- TAPPING KETTLE

Timing:



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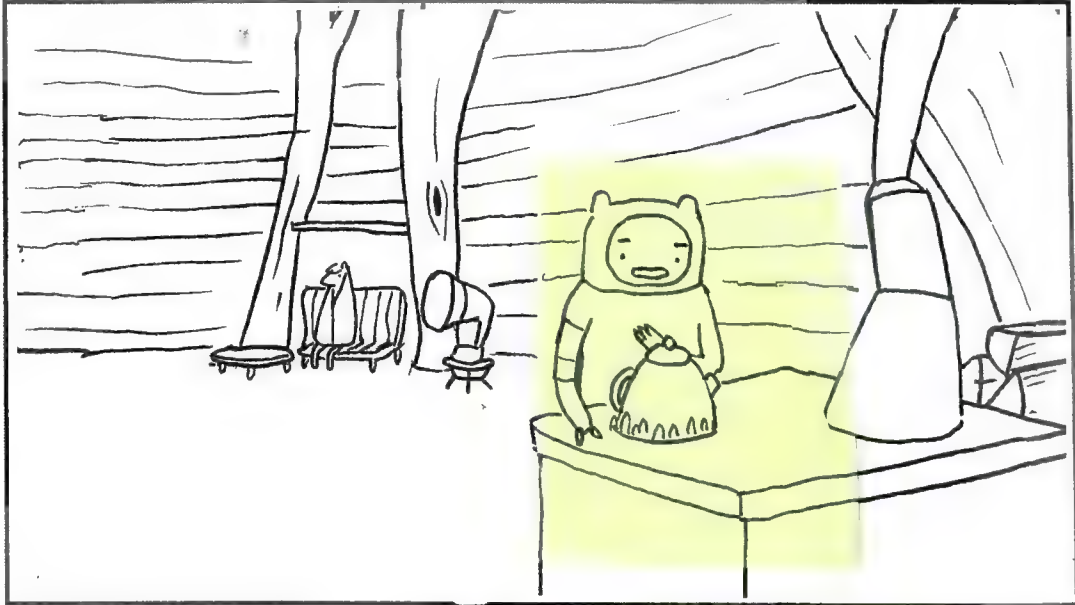


Page 81

Sc. 45 cont Pnl. C

Bg.

day night



Sc. 45 cont Pnl. D

Bg.

day night



Dialog: F: (TO HIMSELF) OH MY GLOB,
JAMES BAXTER IS IN
MY HOUSE.

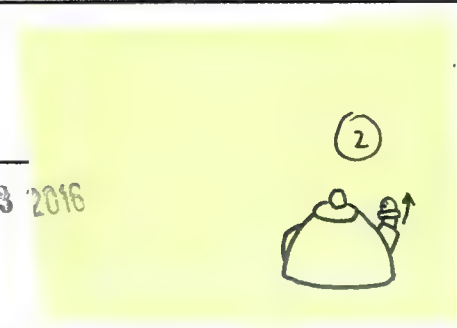
SHELBY: HEY FINN... YOU LOOK A
LITTLE NERVOUS.

Action: FINN DRUMS STOVE.

- SHELBY CRAWLS OUT.

Timing:

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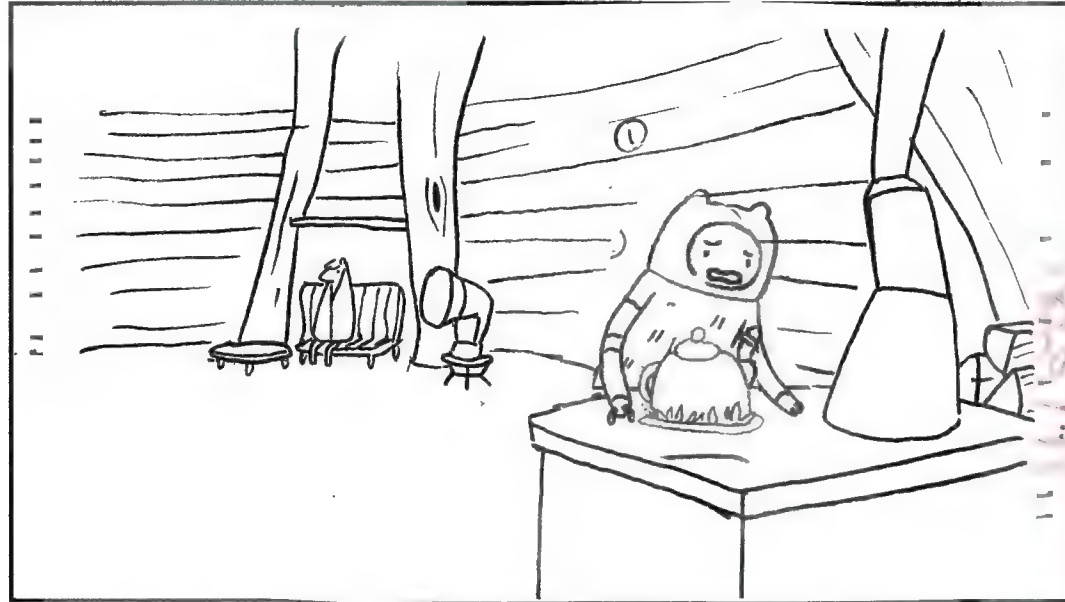


Page 82

Sc. 45 cont Pnl. E

Bg.

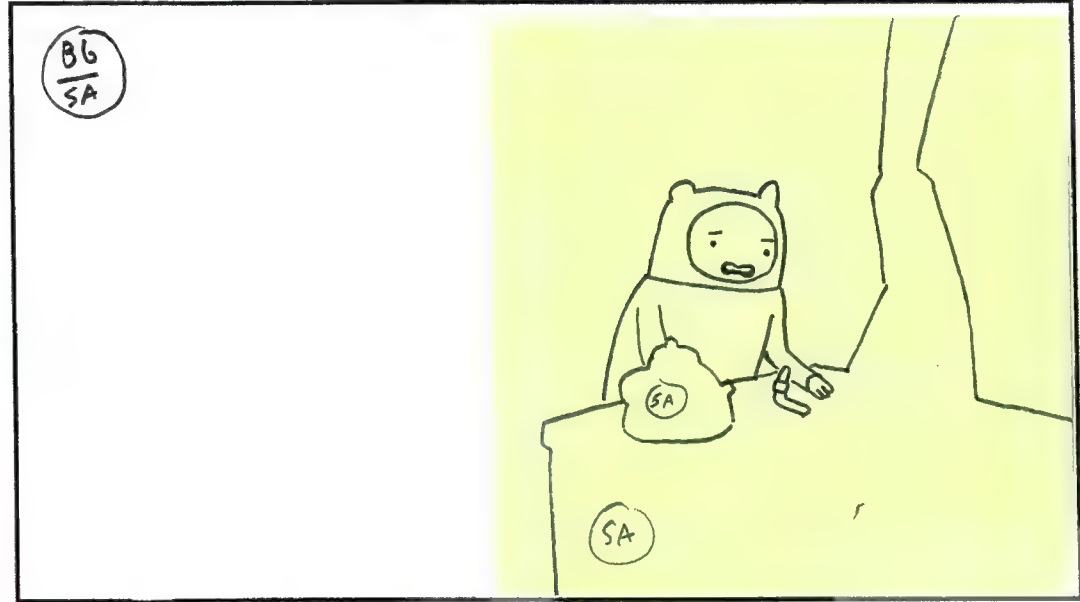
day night



Sc. 45 cont Pnl. F

Bg.

day night



Dialog: F: YEAH Shelby - I'M NERVOUS. THAT'S
(WHISPER) JAMES BAXTER OUT THERE!
HE'S AN ARTIST!

F: (WHISPER) WHAT IF I SAY SOMETHING
DUMB AND HE'S LIKE -

Action:

Timing:



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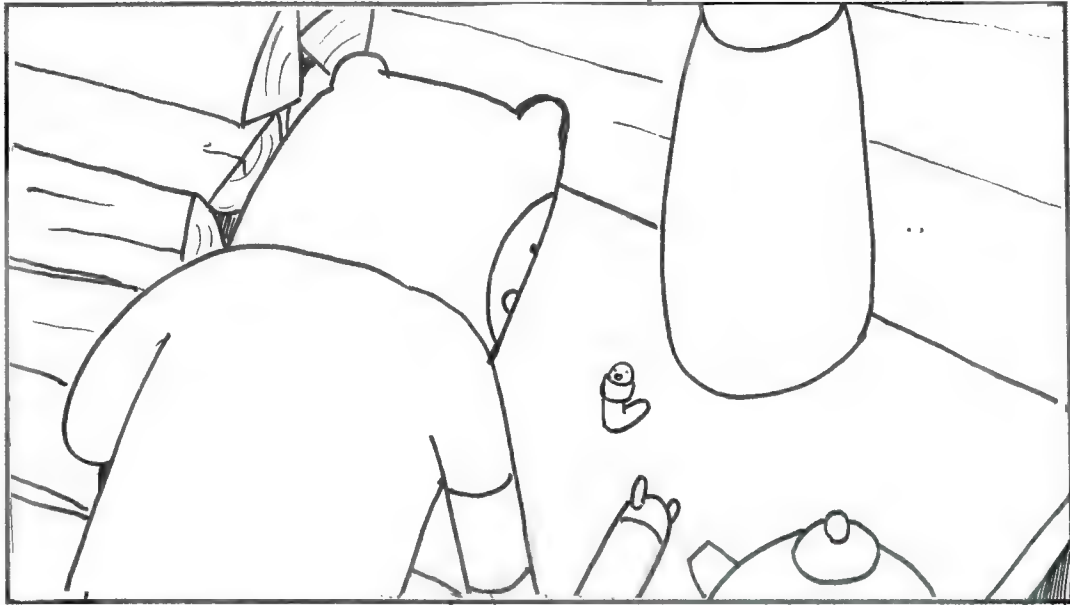


Sc. 46

Pnl. A

Bg.

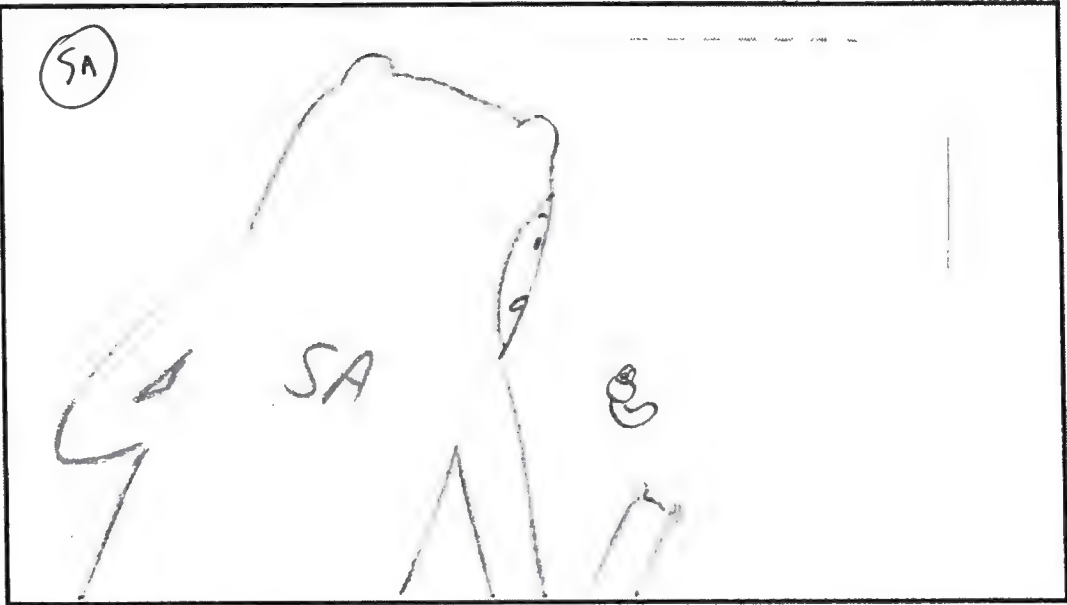
day night



Sc. 46 cont Pnl. B

Bg.

day night



Dialog:

F: - MAN THAT
DUDE IS SO DUMB WHY AM
I EVEN HERE.

S: JUST TREAT HIM LIKE A
NORMAL GUY.

Action:

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Timing:

Production:

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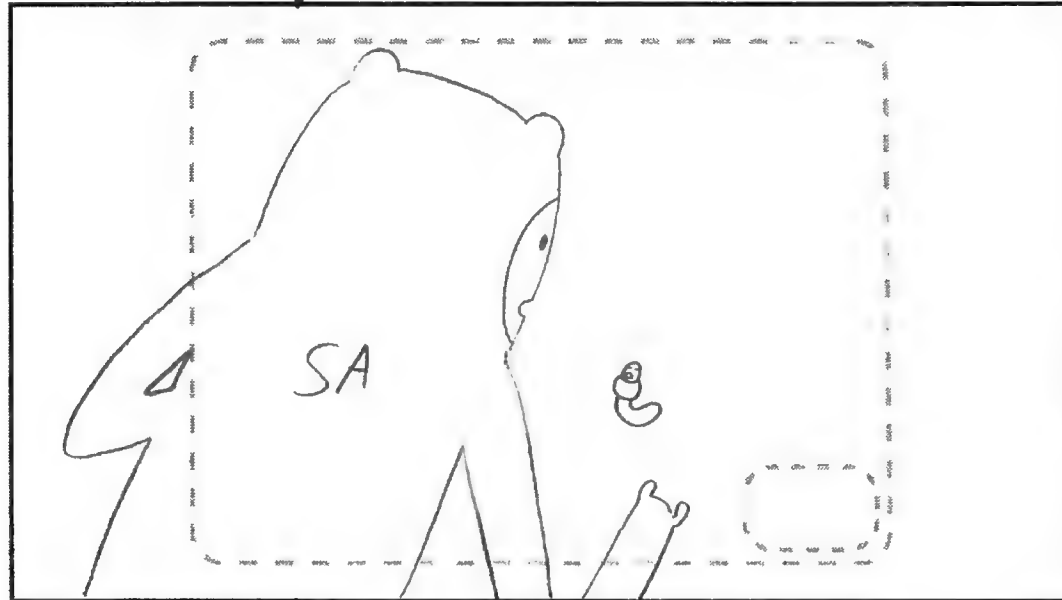


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Sc. 46 cont Pnl. C

Bg.

day night

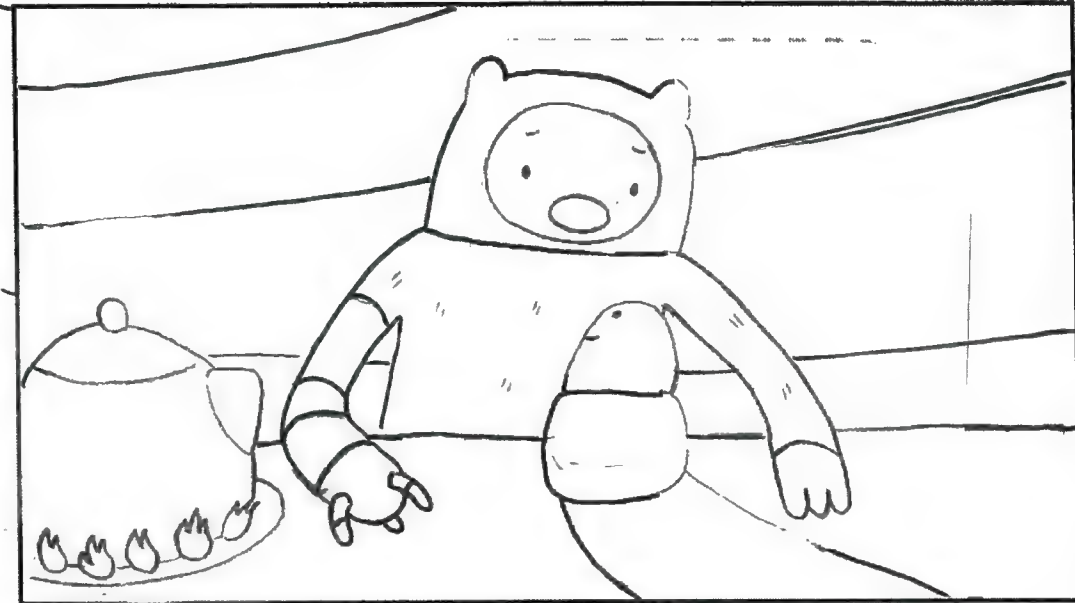


Sc. 47

Pnl. A

Bg.

day night



Dialog:

S: THAT'S WHAT PEOPLE WANT,
EVEN GREAT ARTISTS.

F: RIGHT.

Action:

MAR 03 2016

Timing:

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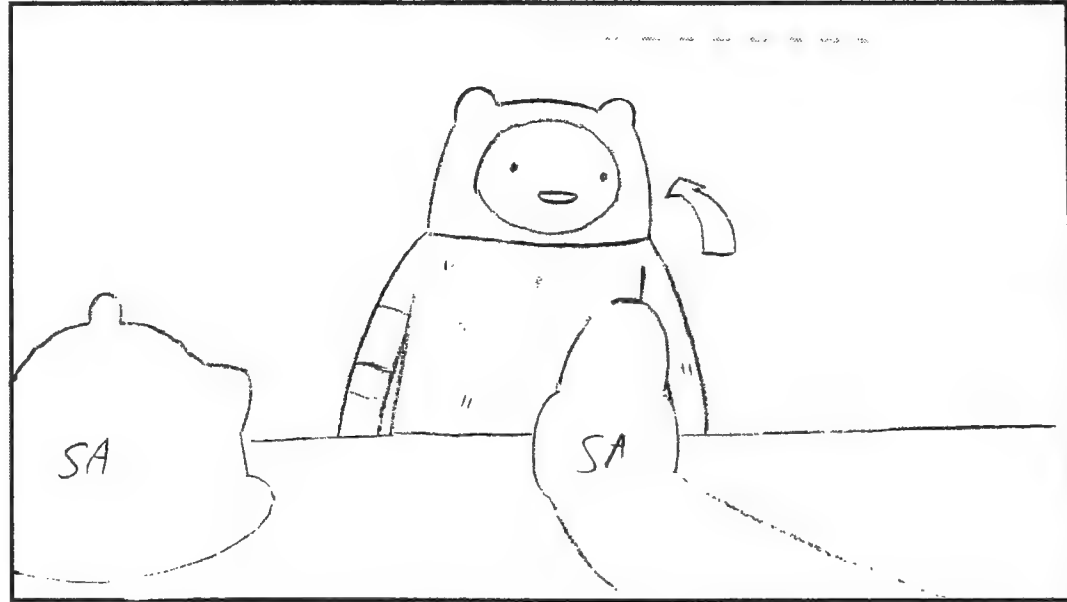
Page 85

Sc.

47 cont Pnl. B

Bg.

day night

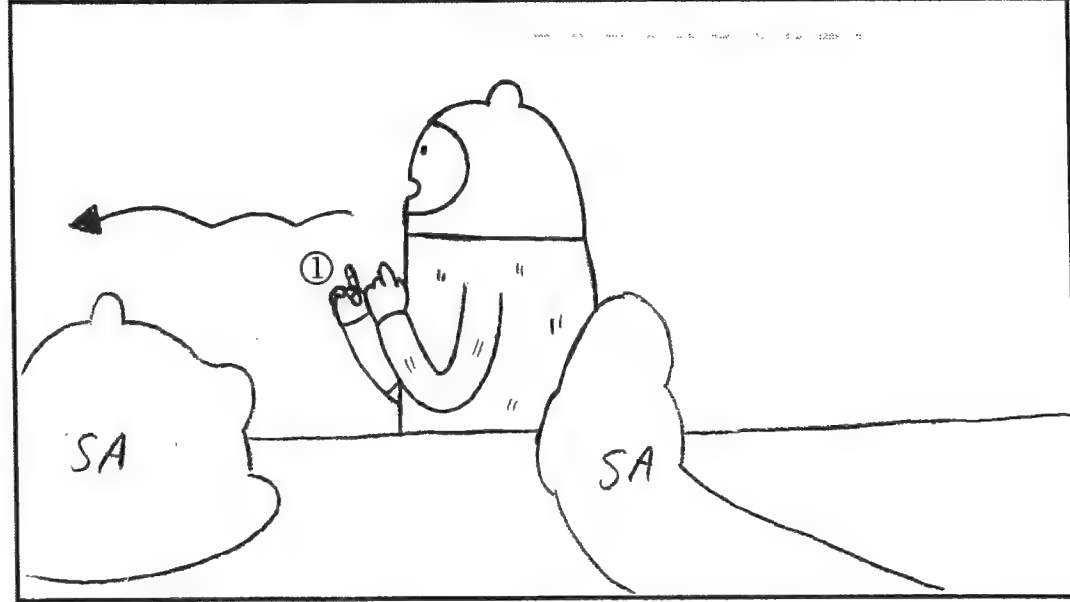


Sc.

47 cont Pnl. C

Bg.

day night



Dialog:

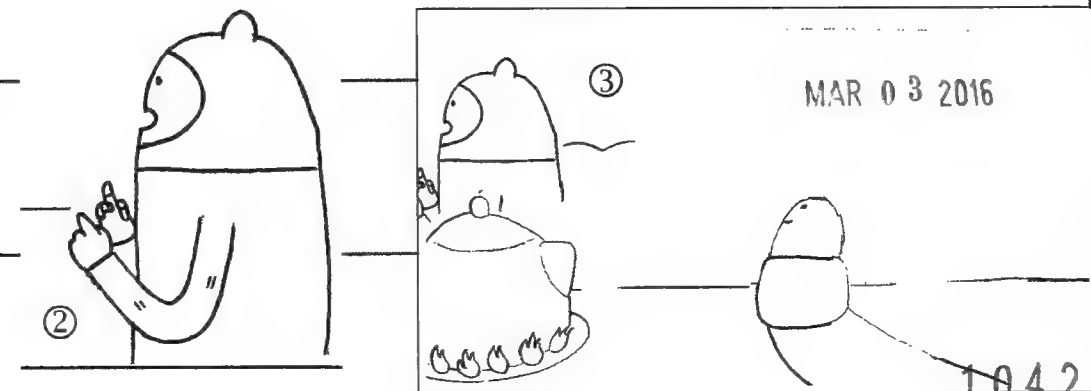
F: OKAY. Yeah. NORMAL.

F: (REPEATING) NORMAL.

Action:

①,② X ALL THE WAY OUT.

Timing:



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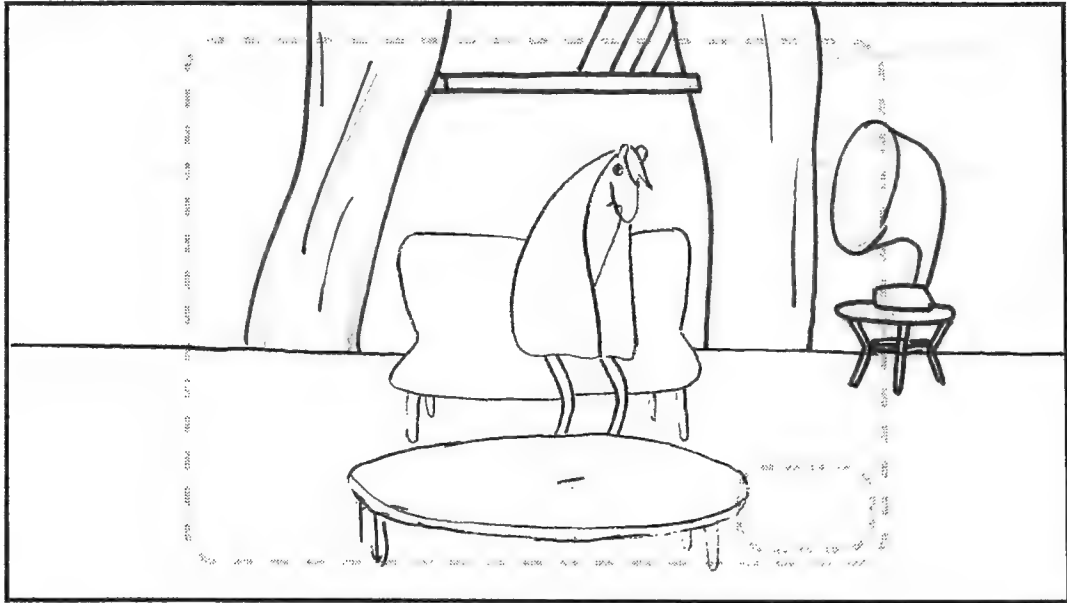


Sc. 48

Pnl. A

Bg.

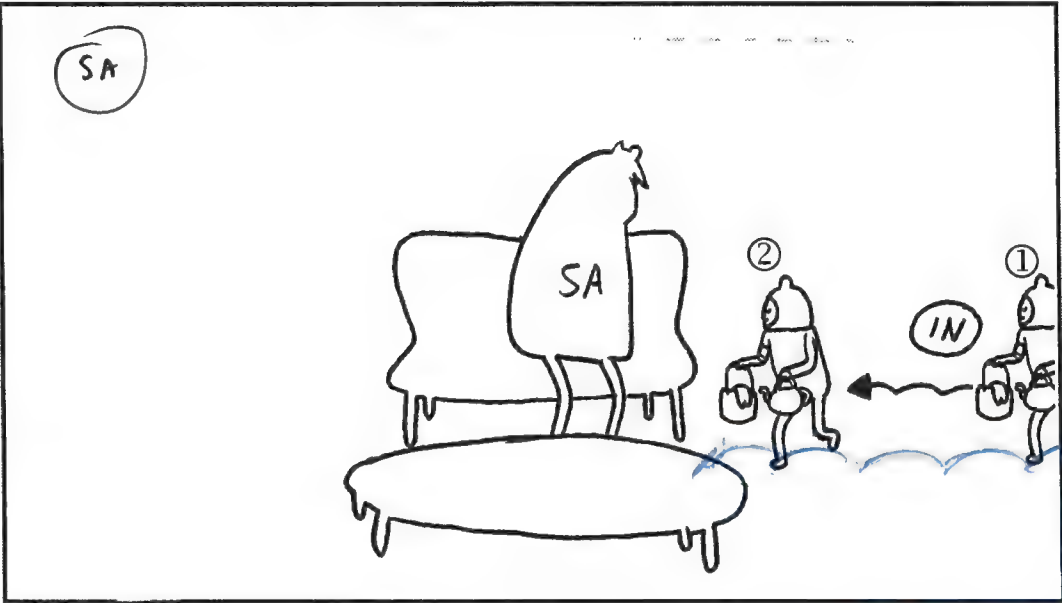
day night



Sc. 48 cont Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

- FINN BRINGS OUT TEA AND BUCKET OF WATER WITH WASHCLOTH.

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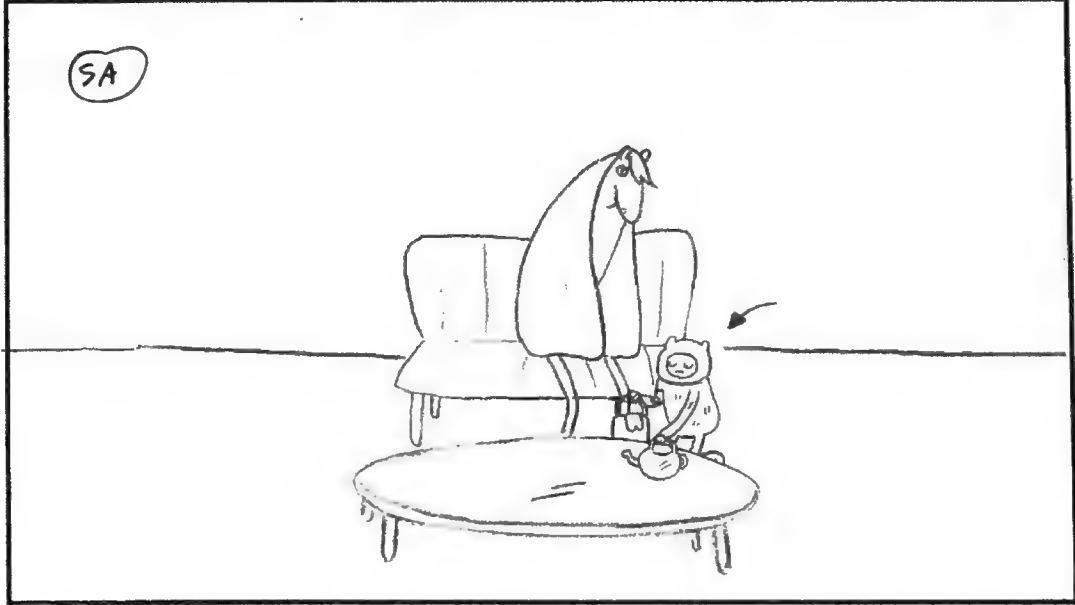
ADVENTURE TIME



Sc. 48 *cont* Pnl. C

Bg.

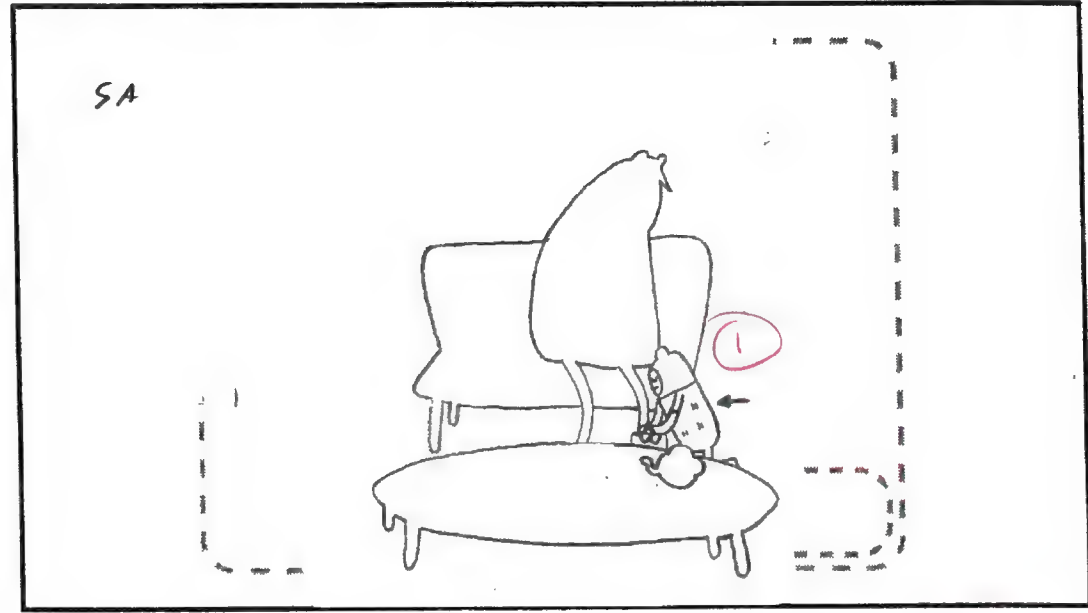
day night



Sc. 48 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

FINN PLACES KETTLE ON TABLE.

FINN KNEELS DOWN IN FRONT OF JAMES BAXTER.

Timing:

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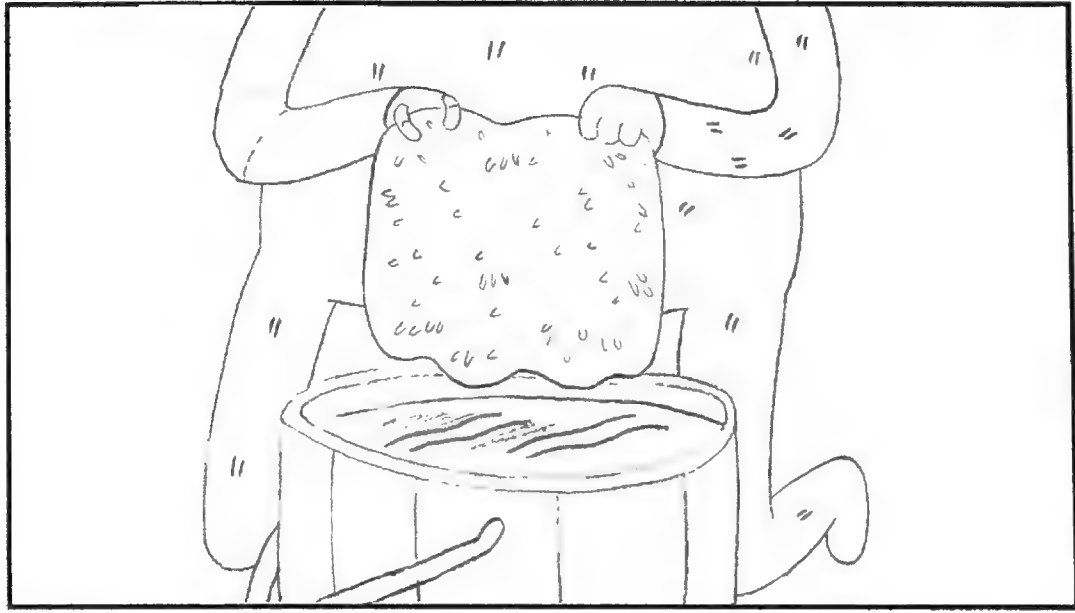


Sc. 49

Pnl. A

Bg.

day night

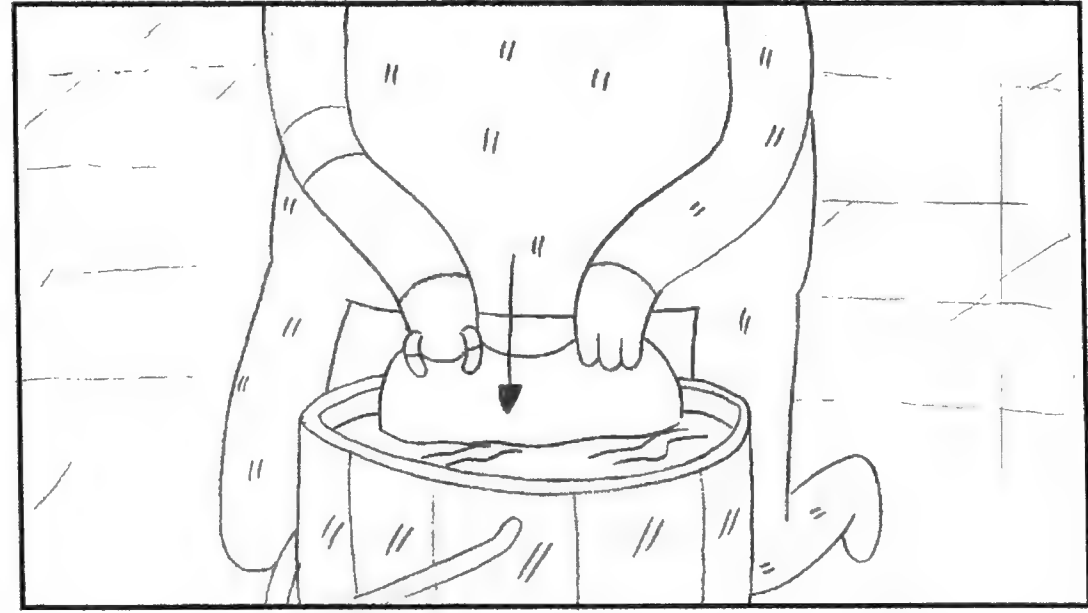


Sc. 49 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- F. DIPS WASHCLOTH INTO BUCKET.

MAR 03 2016

Timing:

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Production:

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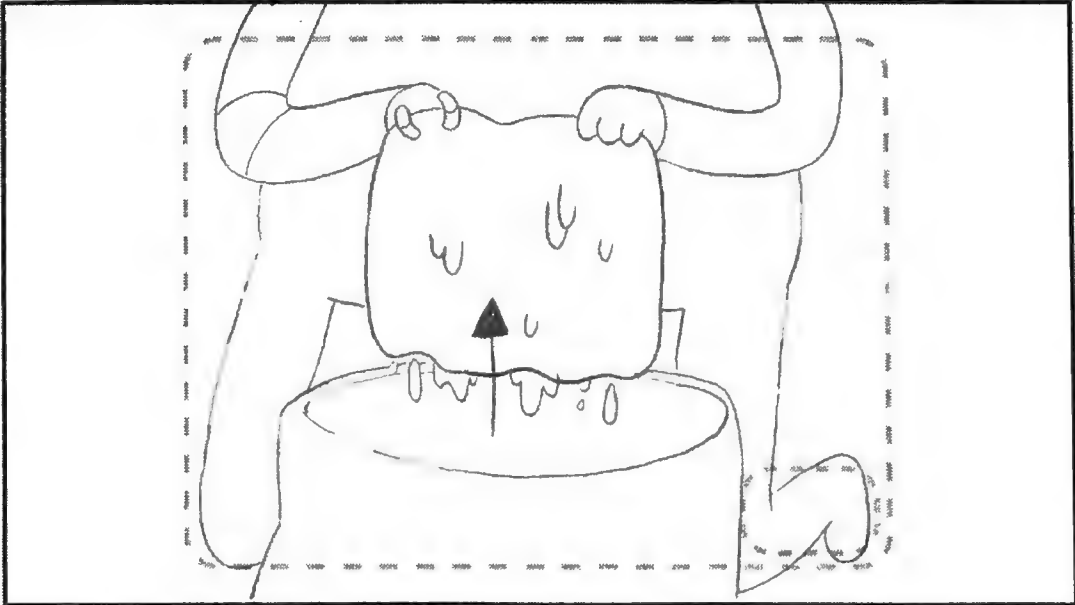
1042 247

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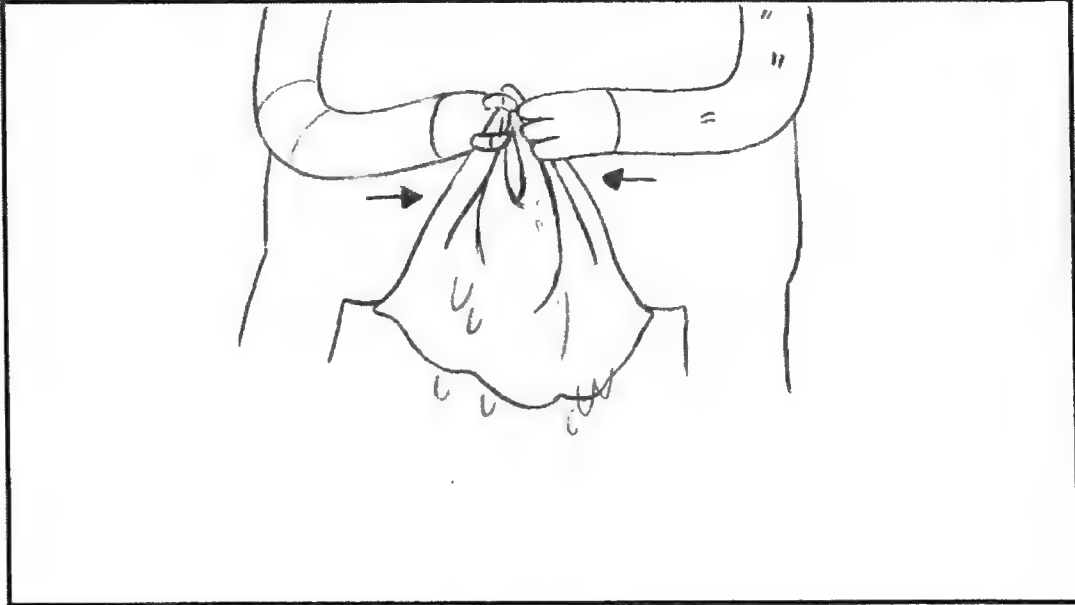
ADVENTURE TIME



Sc. 49 cont Pnl. C Bg. day night



Sc. 49 cont Pnl. D Bg. day night



Dialog:
Action:
Timing:

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Production:

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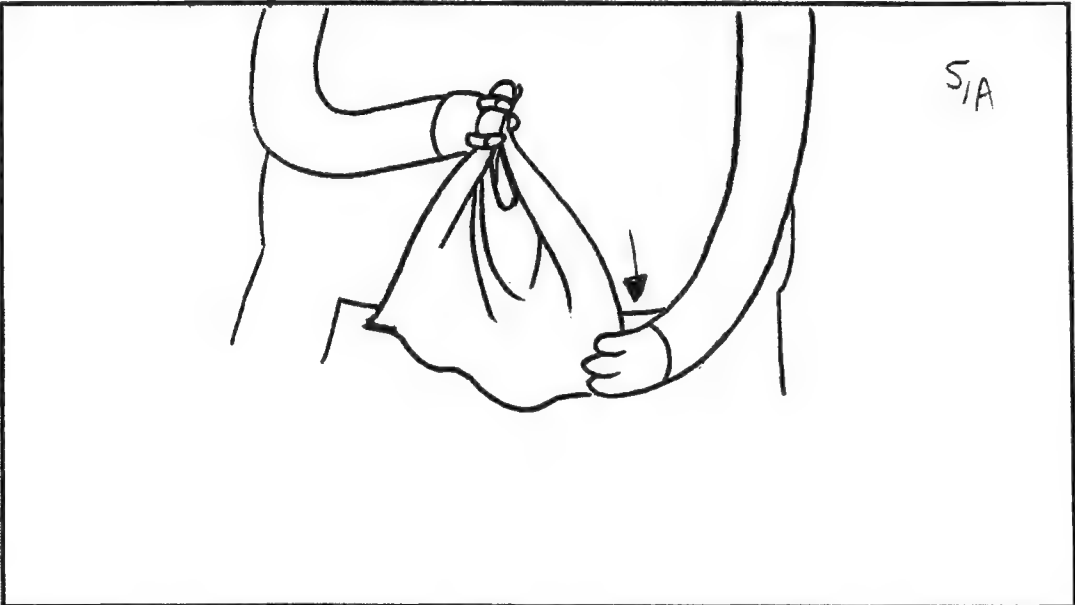
1042 247

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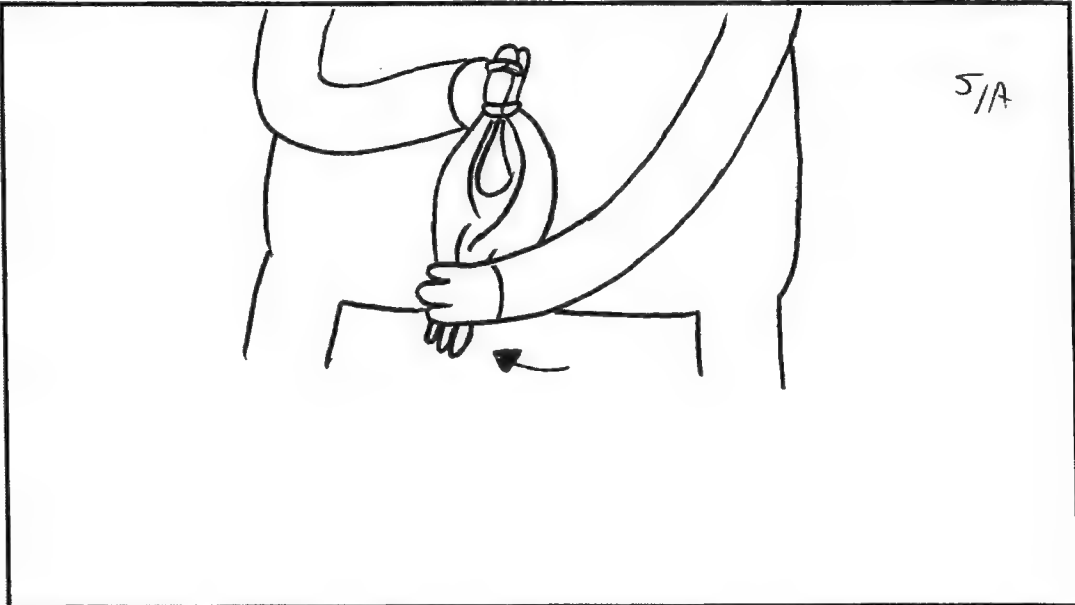
ADVENTURE TIME



Sc. 49 *cont* Pnl. E Bg. day night



Sc. 49 *cont* Pnl. F Bg. day night



Dialog:
Action:
Timing:

MAR 03 2016

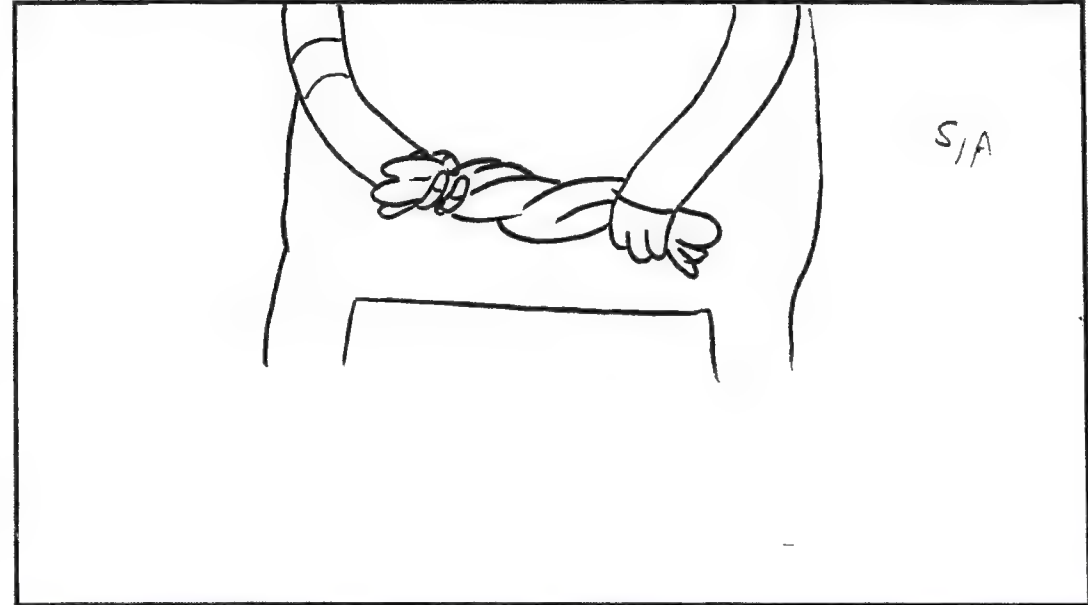
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Production:

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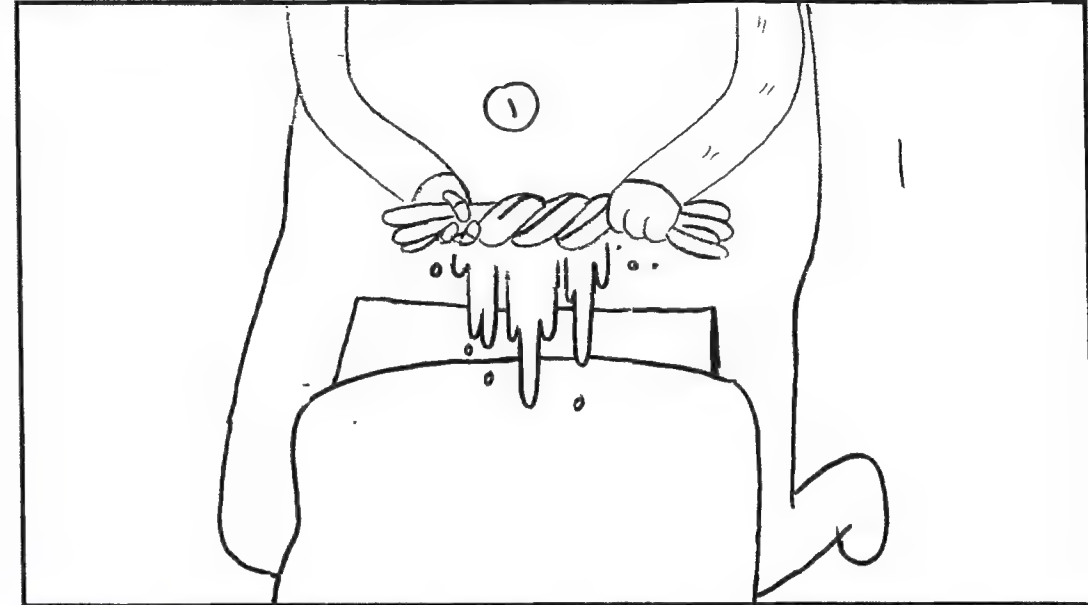




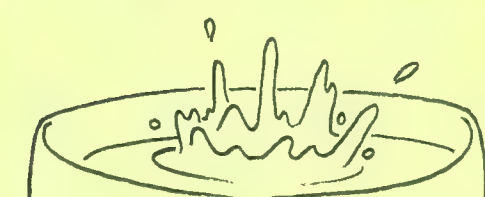

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Sc. 49 *cont* Pnl. G Bg. day night



Sc. 49 *cont* Pnl. H Bg. day night



Dialog				
Action				
Timing				

F. SLOWLY WRINGS OUT WASH CLOTH.

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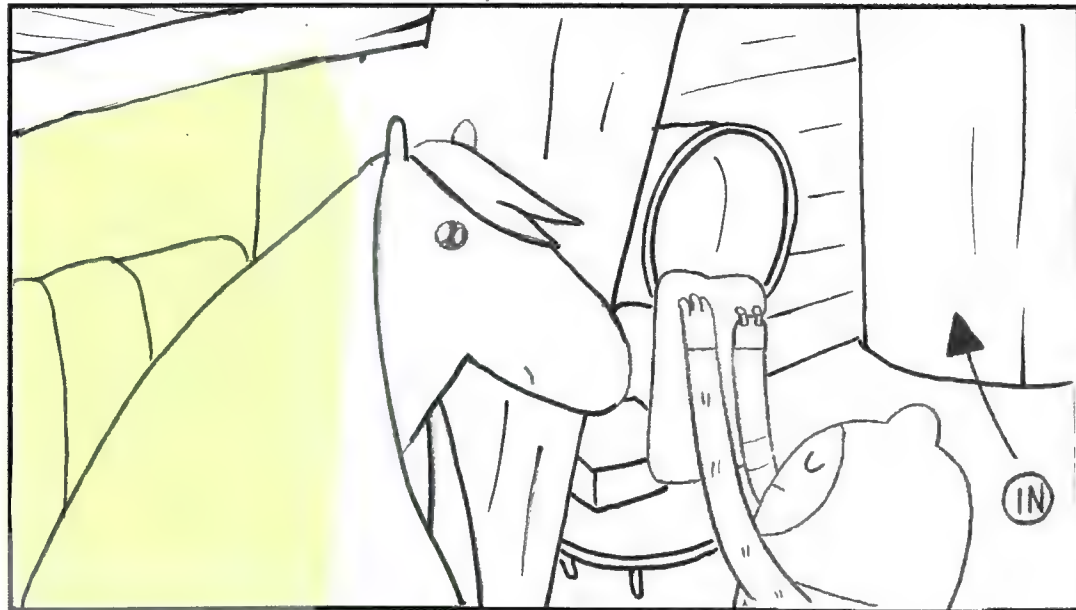
1042 247

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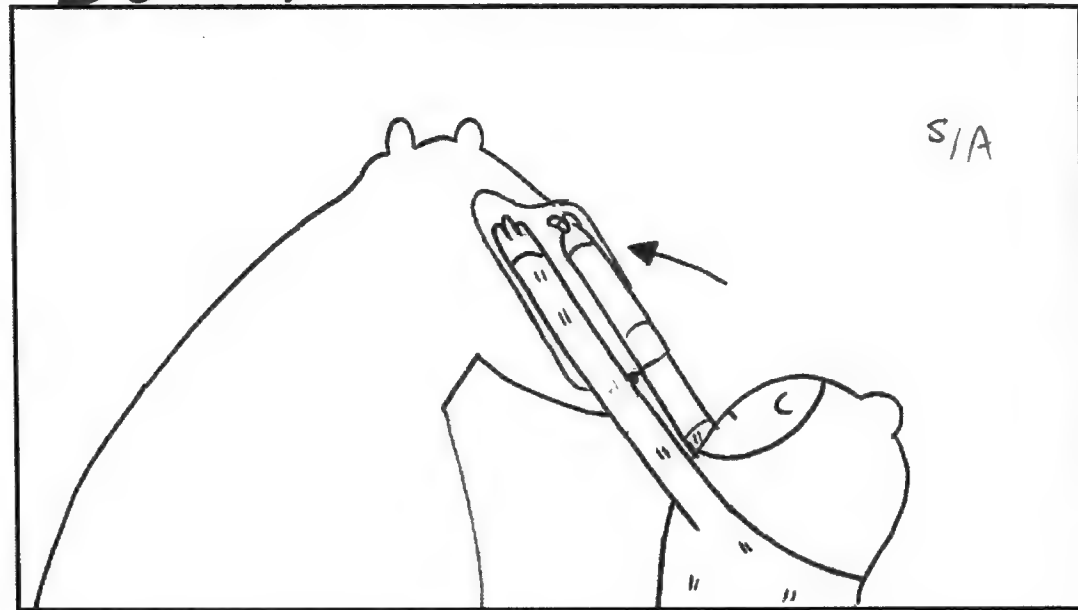


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Sc. 50 Pnl. A Bg. day night



Sc. 50 cont Pnl. B Bg. day night



Dialog:

Action:

- F. RISES ON/S , RAISES WASH CLOTH

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Timing:

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Sc. 50 cont Pnl. C

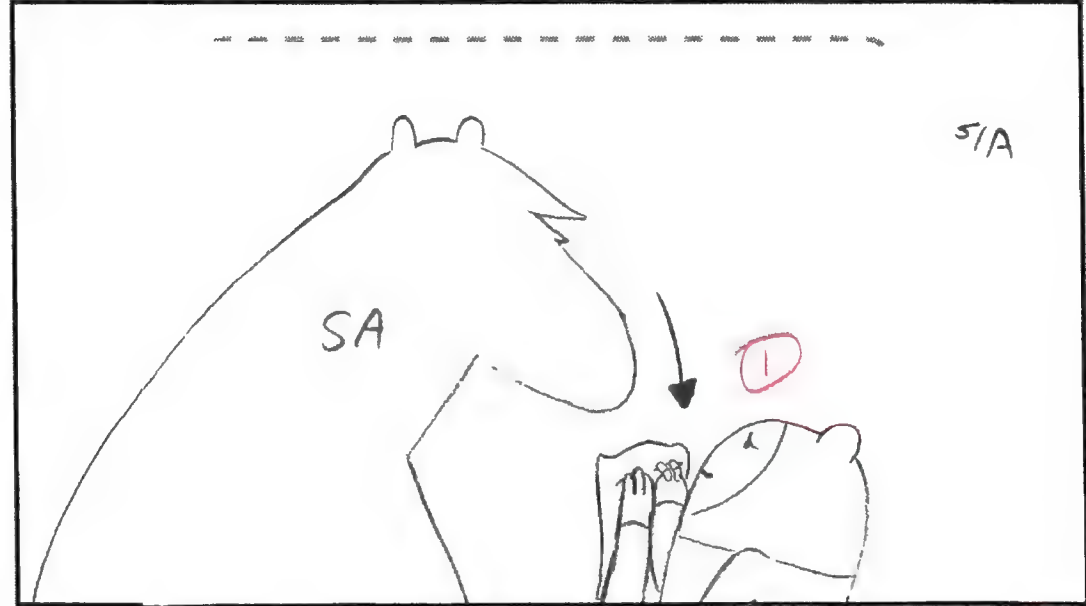
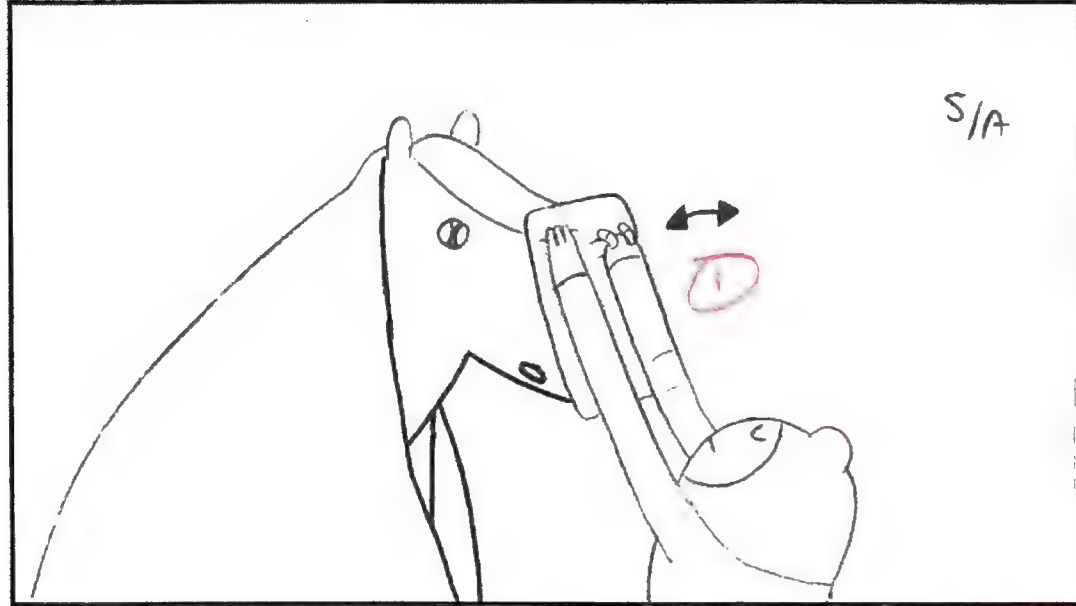
Bg.

day night

Sc. 50 cont Pnl. D

Bg.

day night



Dialog:

SFX: * PAT - PAT *

Action:

FINN DABBING JB'S
FOREHEAD.

Timing:



- F. LOOKS INTO JB'S EYES.



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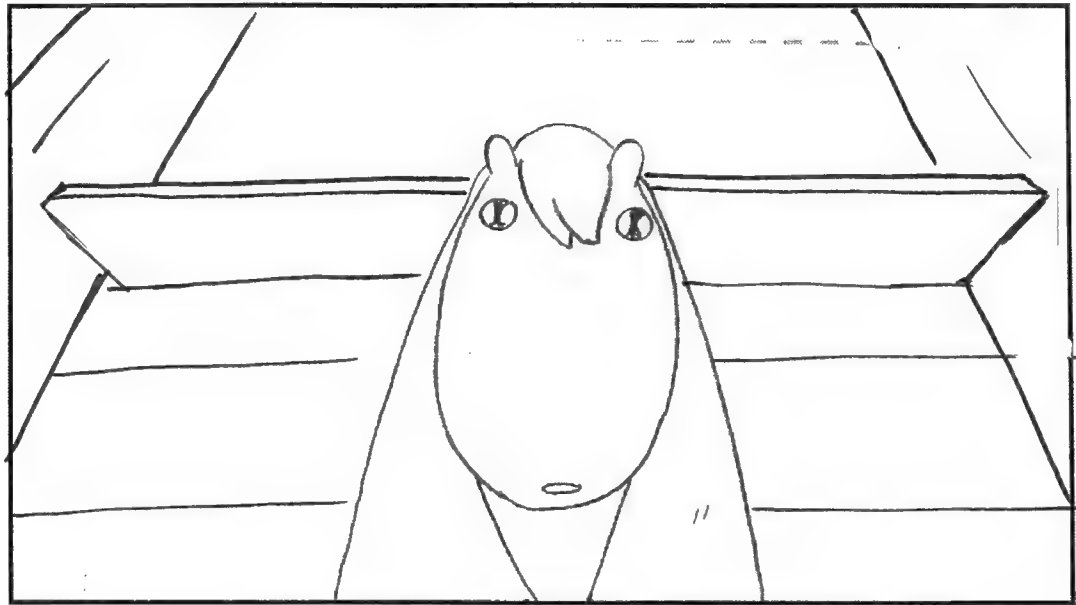
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Sc. 51

Pnl. A

Bg.

day night

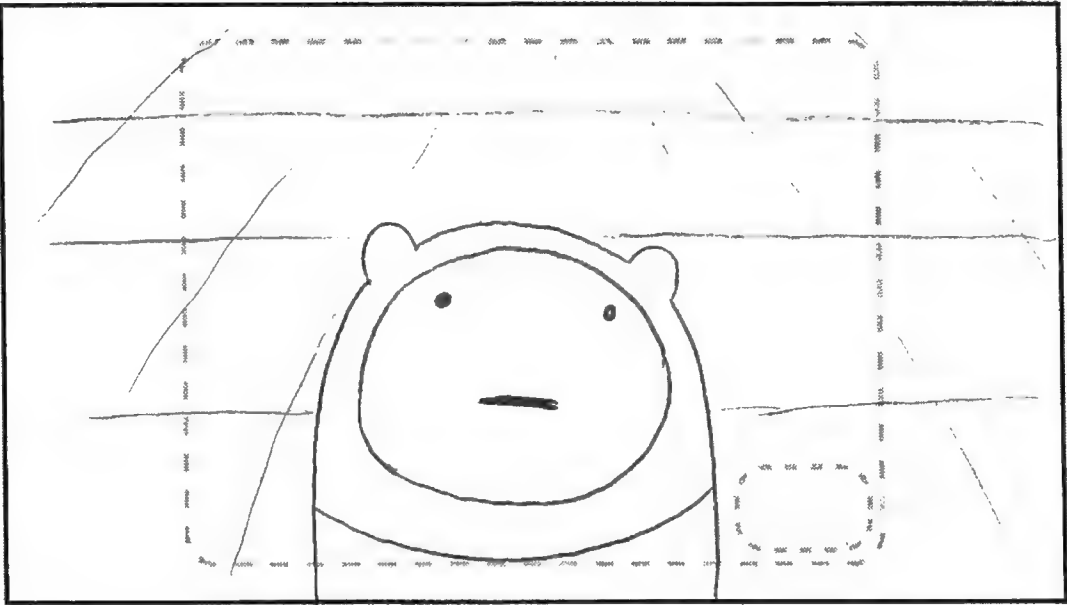


Sc. 52

Pnl. A

Bg.

day night



Dialog:	
Action: -FINN POV OF JB.	-JB POV OF FINN,
Timing:	
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Production:

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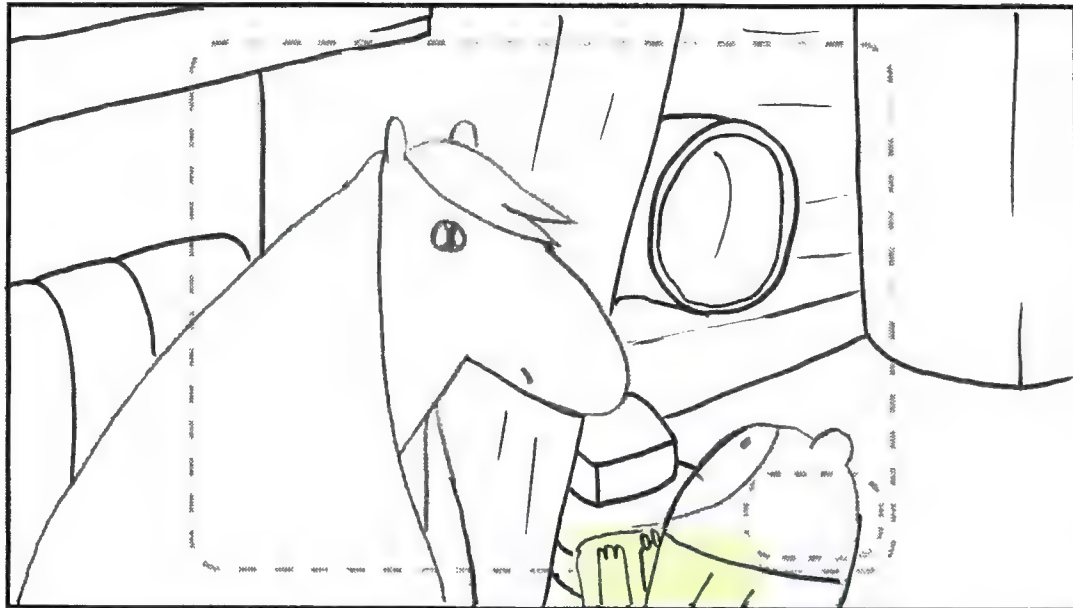
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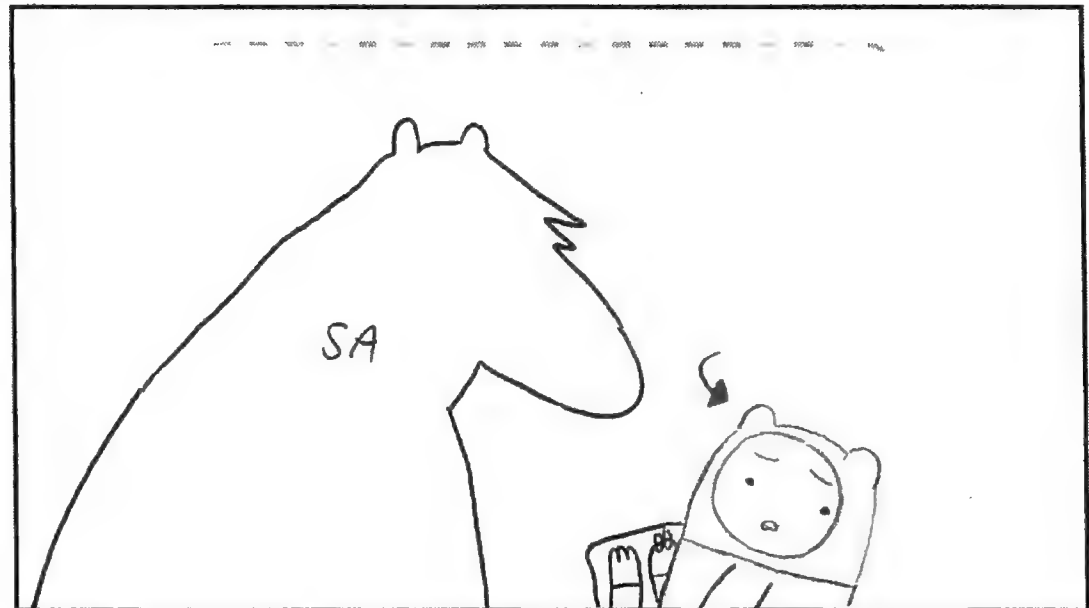


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Sc. 53 Pnl. A Bg. day night



Sc. 53 cont Pnl. B Bg. day night



Dialog:

FINN: NORMAL NORMAL...
(TO HIMSELF)

Action:

JAMES STARING VACANTLY THROUGH
FINN.

FINN LOOKS AWAY.

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Timing:

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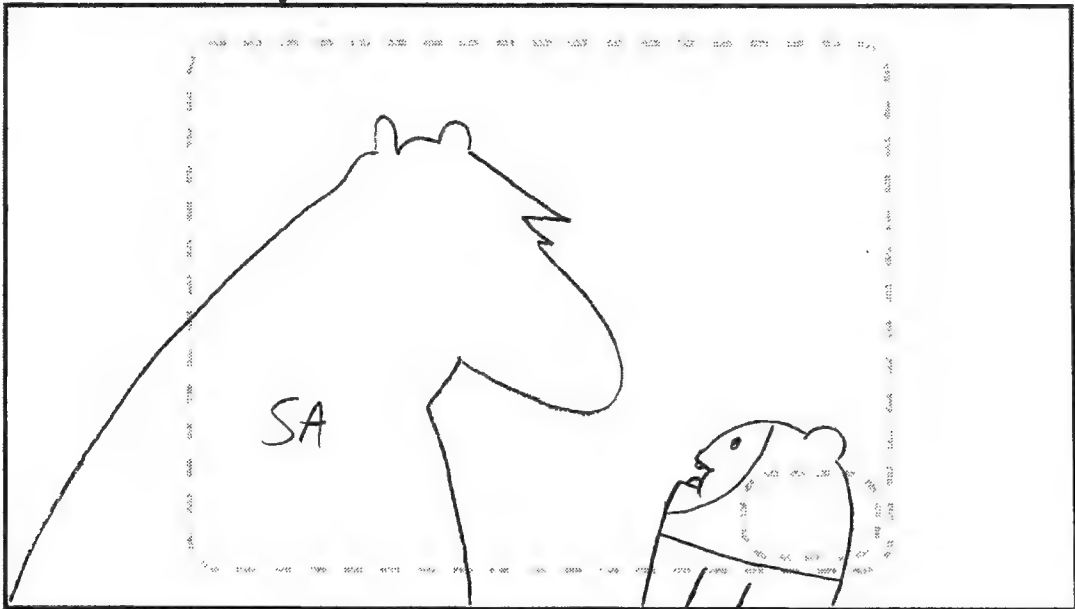


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Sc. 53 cont Pnl. C

Bg.

day night

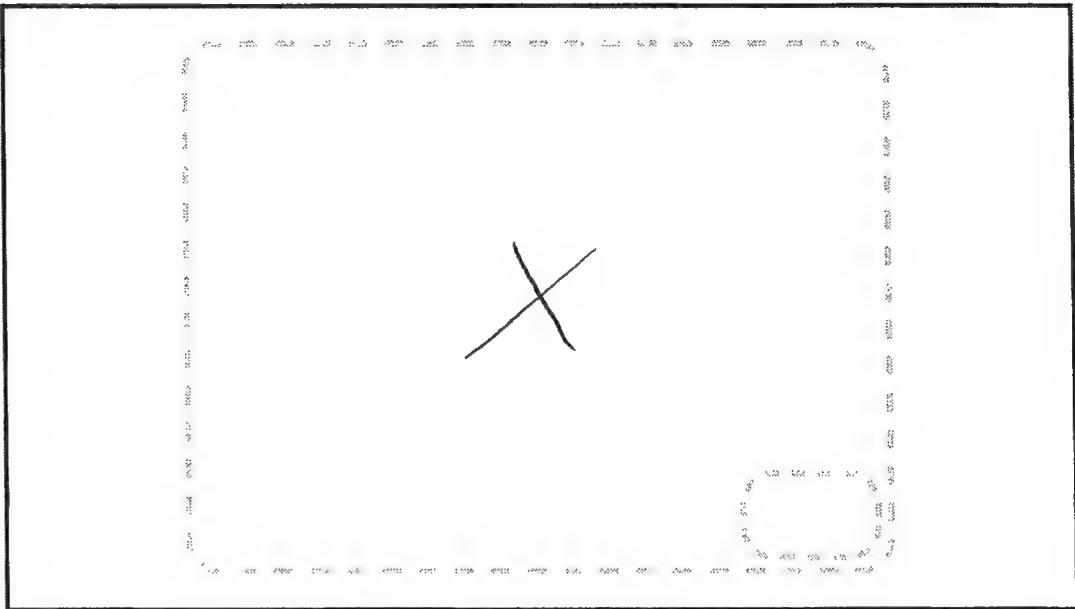


Sc.

Pnl.

Bg.

day night



Dialog:

F:

(TOUGH-GUY ACCENT)

SO, UHH, YOU GOT ANY WEEKEND
PLANS?

Action:

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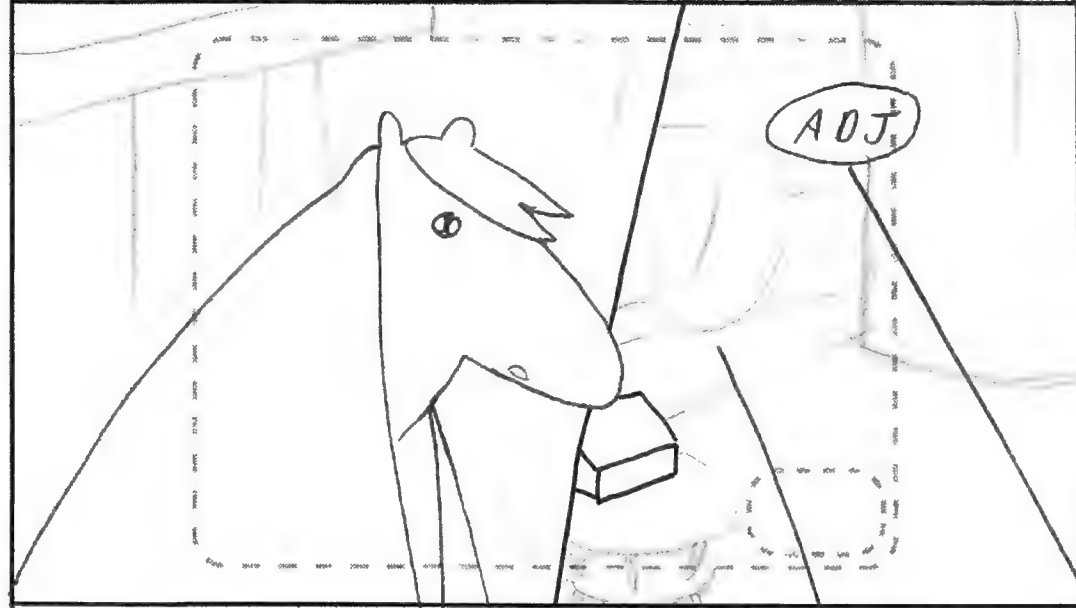
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Sc. 53 cont Pnl. D

Bg. day night

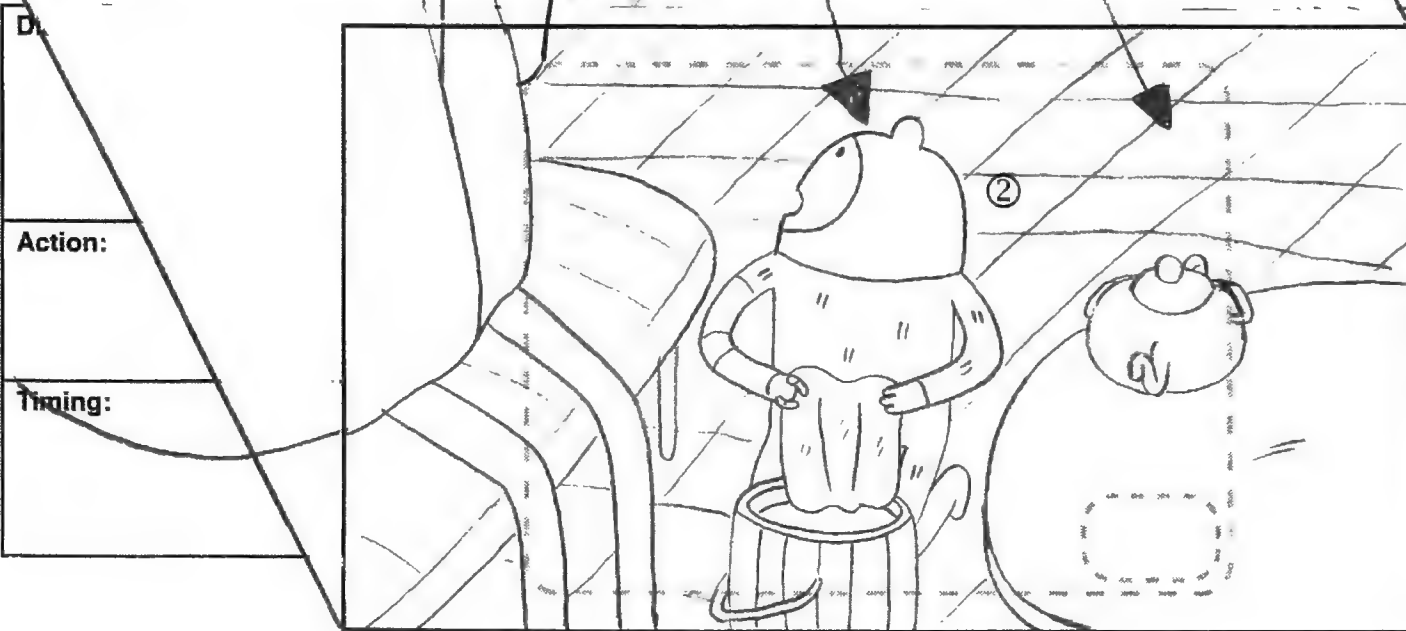
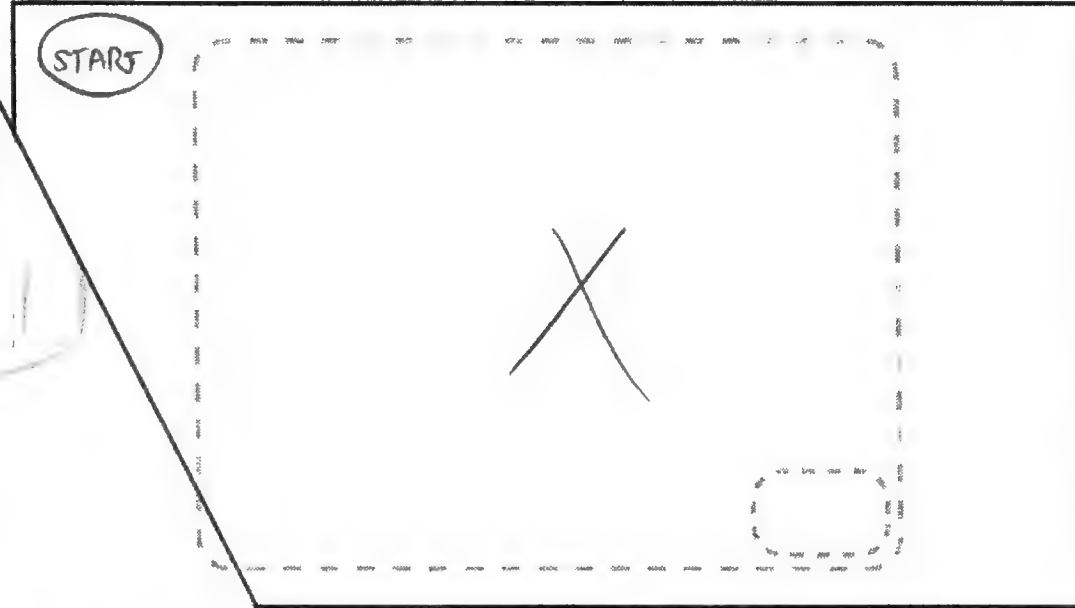


Sc.

Pnl.

Bg.

day night

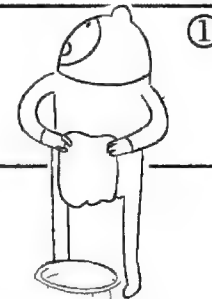


Action:

Timing:

F: YAH DOING ANYTHING
FUN FOR THE WEEKEND?

- F. KNEELS
- PAN W/ FINN.



STOP

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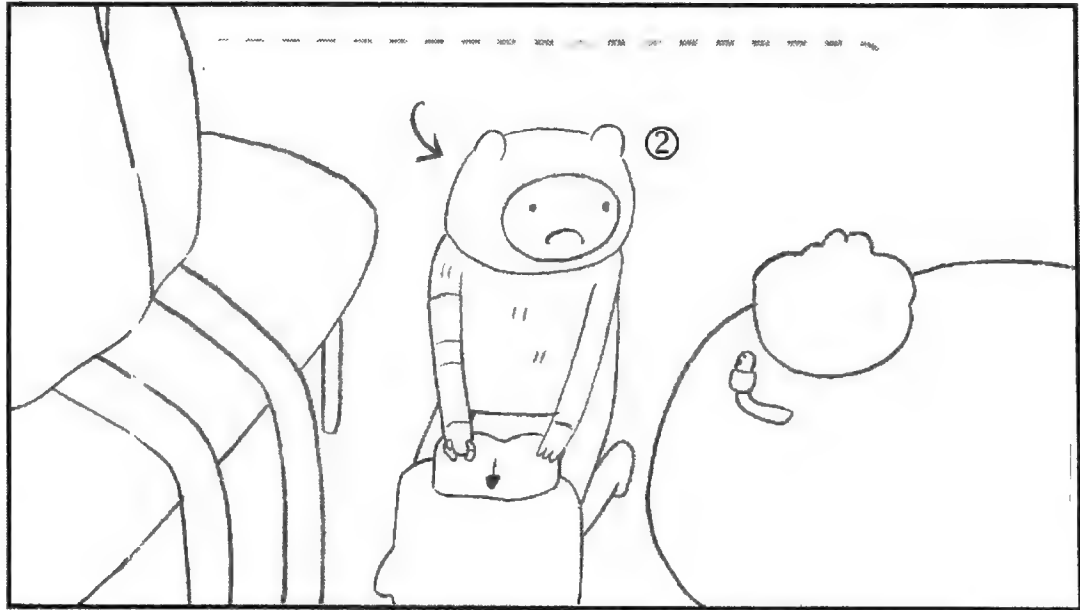
ADVENTURE TIME



Sc. 53 cont Pnl. E

Bg.

day night

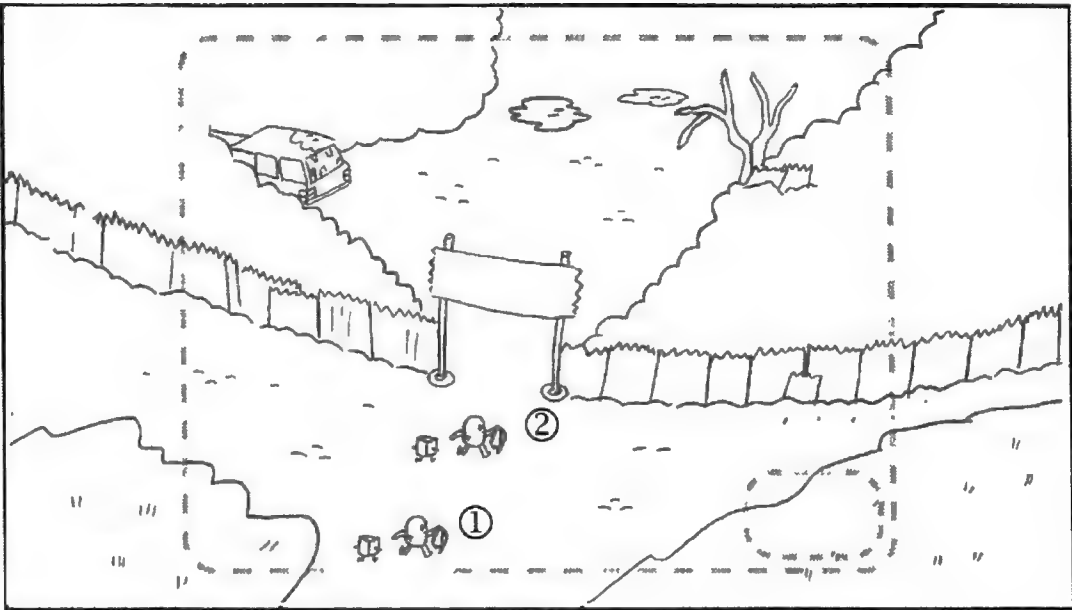


Sc. 54

Pnl. A

Bg.

day night



Dialog: SHELBY: YOU'RE REALLY BAD AT THIS, MAN...

Action: - F. TURNS TOWARDS SHELBY.



- JAKE AND BMO HUSTLE TO THE JUNKYARD TO LOOK FOR SCRAP PLASTIC.
(BGS FROM ' RATTLE BALLS ')

Timing:

MAR 03 2016

1042-247
EPISODE #

Production:

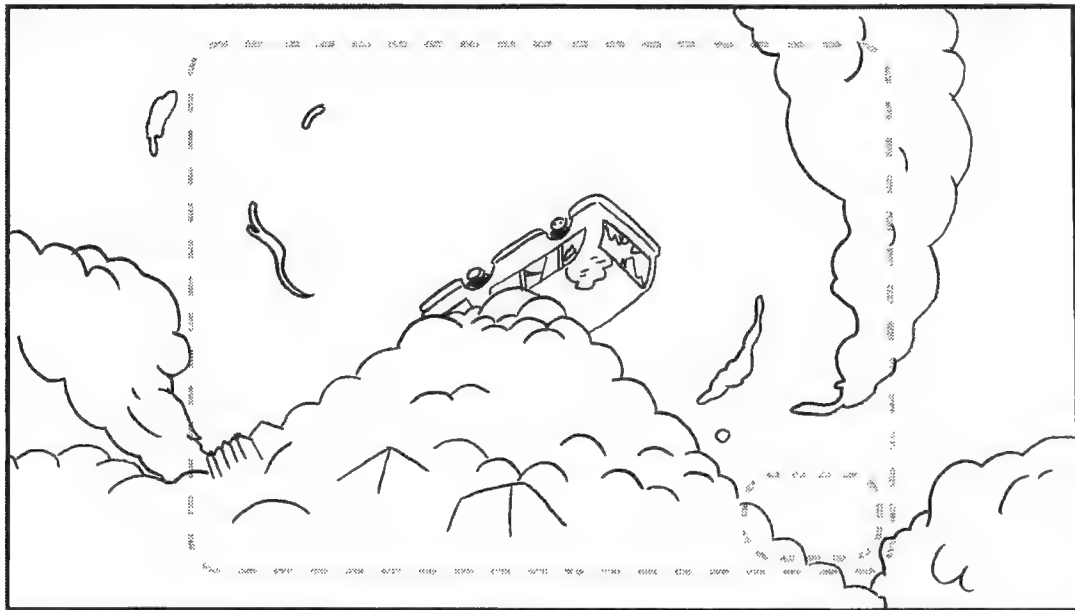
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1042 247

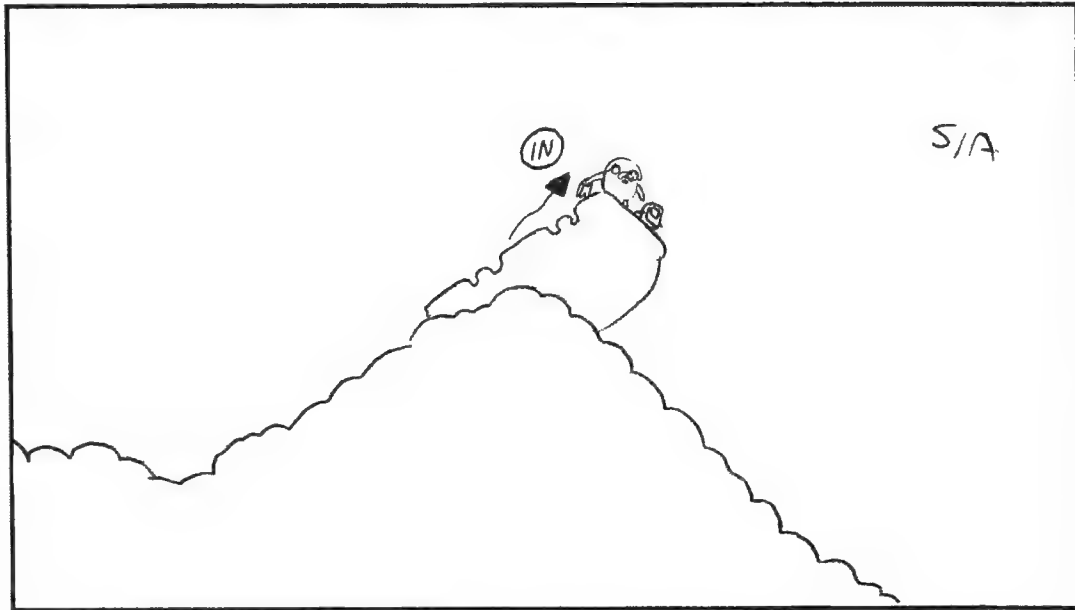
ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. 55 cont Pnl. B Bg. day night



Dialog:	
Action:	- F+J CLIMB ON/S.
Timing:	MAR 03 2016

1042-247
EPISODE #

Production:

1042 247

1042 247

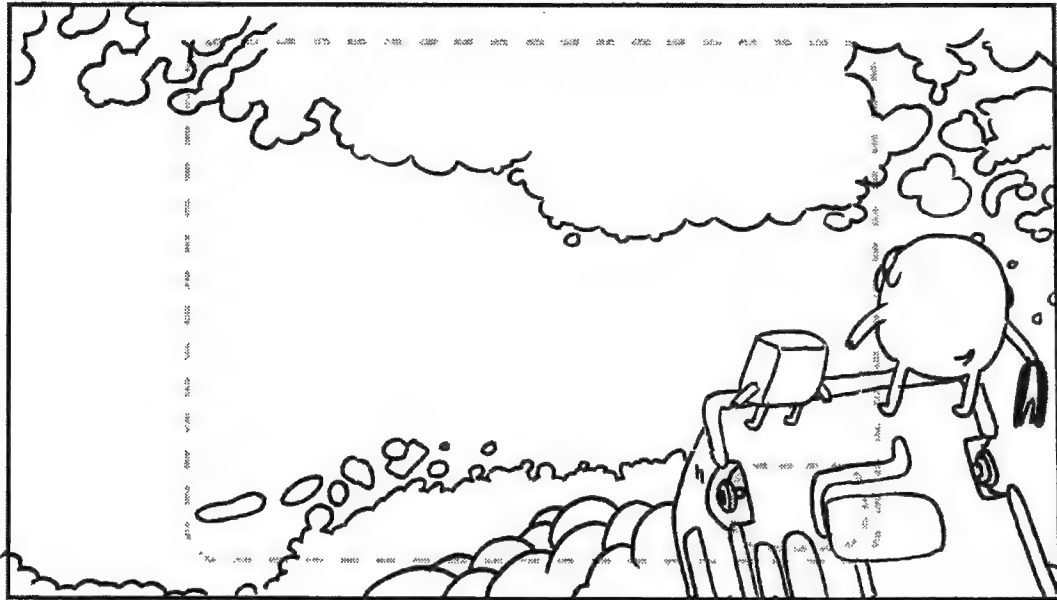
1042 247

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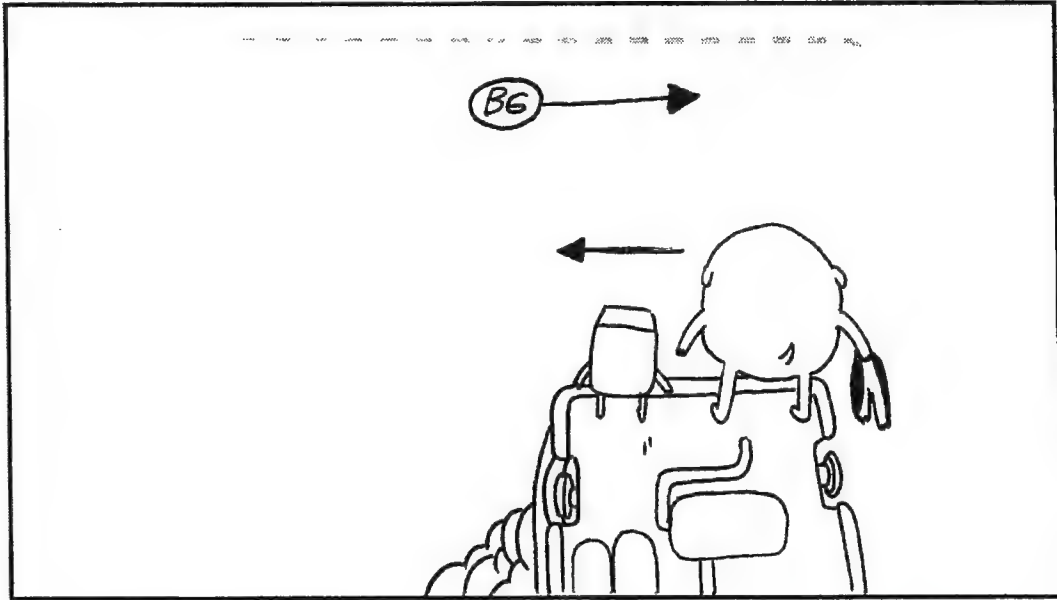
ADVENTURE TIME



Sc. 56 Pnl. A Bg. day night



Sc. 56 cont Pnl. B Bg. day night



Dialog:	J: Surely we'll find a patch here	animated foreground
Action:	- JAKE AND BMO SURVEY THE JUNKYARD.	
Timing:	MAR 03 2016	

look for new page
- send in layers!

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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ADVENTURE TIME



Page 101

Sc. 56 cont Pnl. C

Bg.

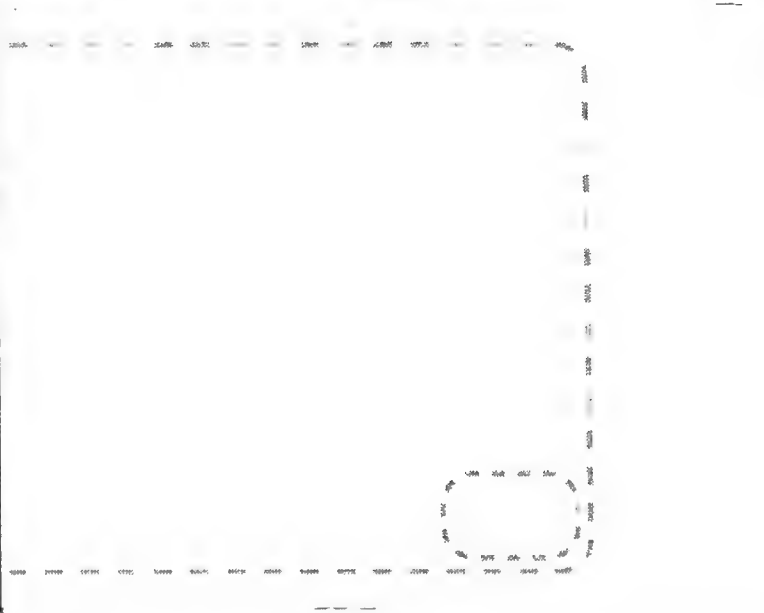
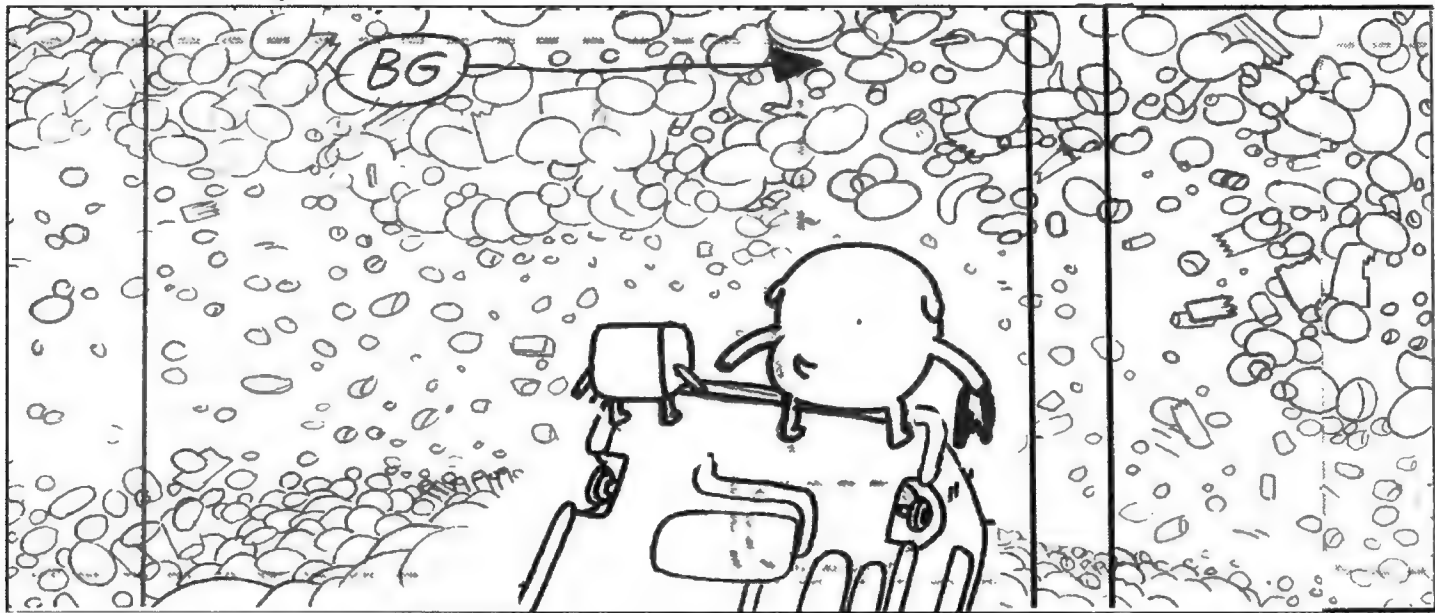
day night

Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

MAR 03 2016

1042-247

EPISODE #

Production:

1042 247

1042 247

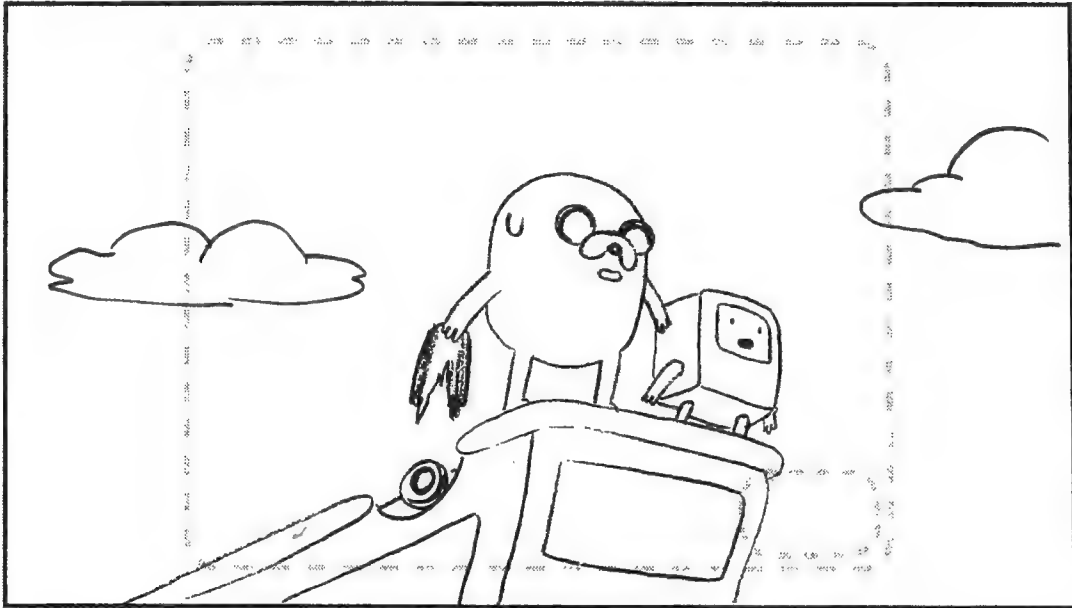
1042 247

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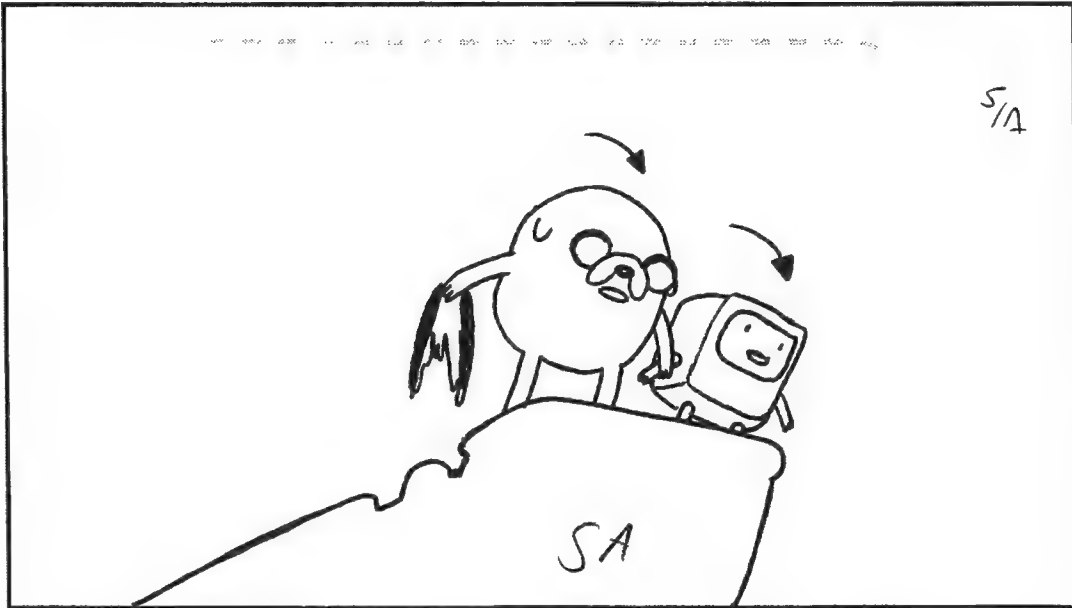
ADVENTURE TIME



Sc. 57 Pnl. A Bg. day night



Sc. 57 cont Pnl. B Bg. day night



Dialog:	<p><u>J</u>: Here in THE BIG TRASH PILE</p>	<p><u>RAGGEDY PRINCESS</u>: (O.S.) YOU MEAN THE RAG-AND-BONE KINGDOM!</p>
Action:		
Timing:		

MAR 03 2016

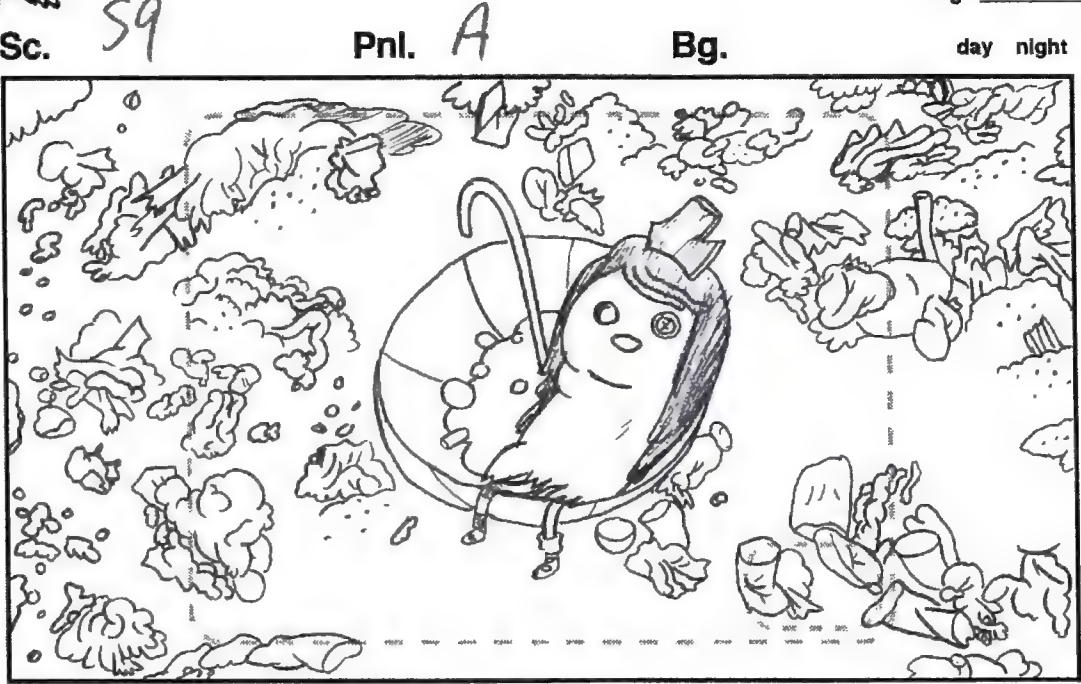
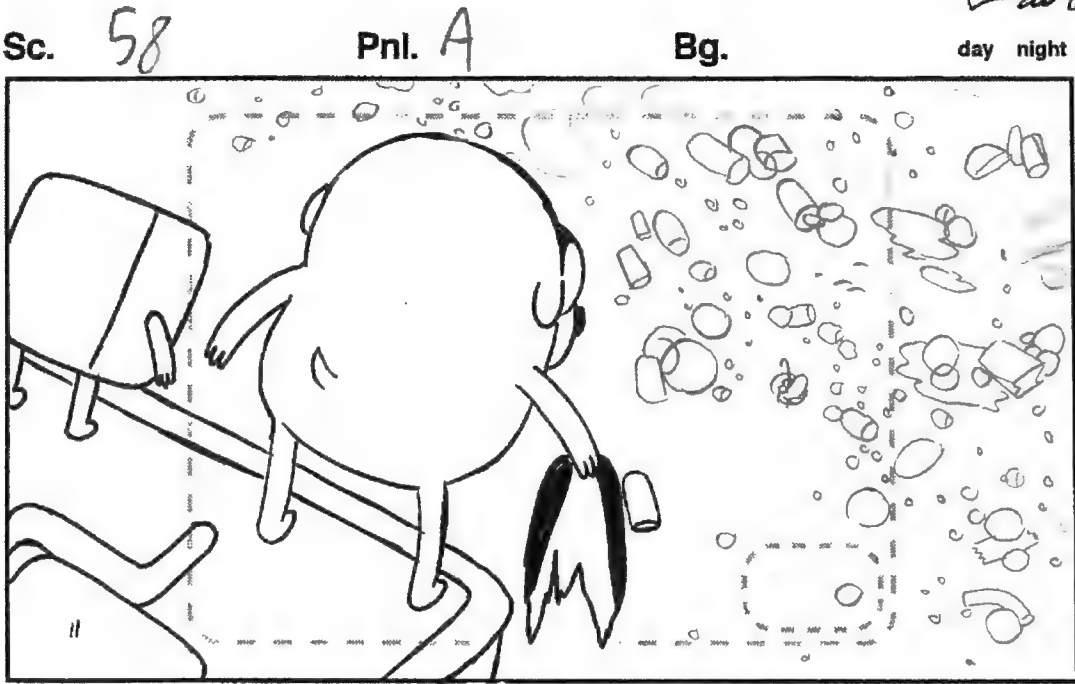
EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Dialog:	(SING-SONG) RP: ... H I I I I ...	RP: (SINGING TO HERSELF) WAITING FOR A FELLA MADE OF FLESH AND BONE, BEEN SITTING HERE SO LONG ALL ALONE.
Action:	- JAKE SEES RAGGEDY PRINCESS IN THE VALLEY BELOW.	- RAGGEDY PRINCESS SITTING IN A PUDDLE OF DIRTY WATER THAT'S COLLECTED INSIDE A BROKEN UMBRELLA. MAR 03 2016 - RP SINING TO HERSELF.
Timing:		

ADVENTURE TIME



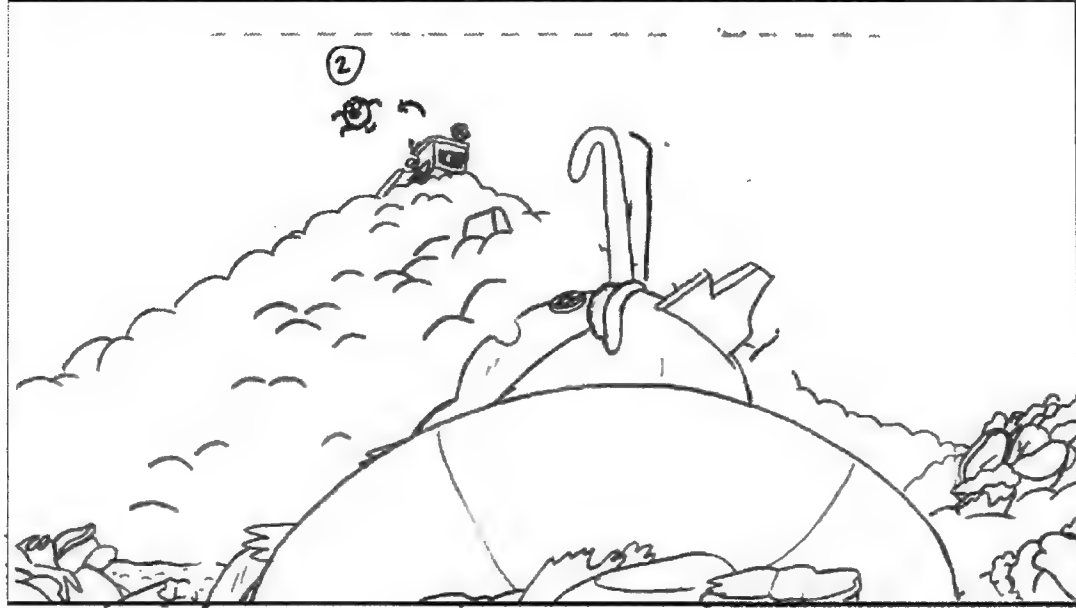
Page 104

Sc. 59A

Pnl. A

Bg.

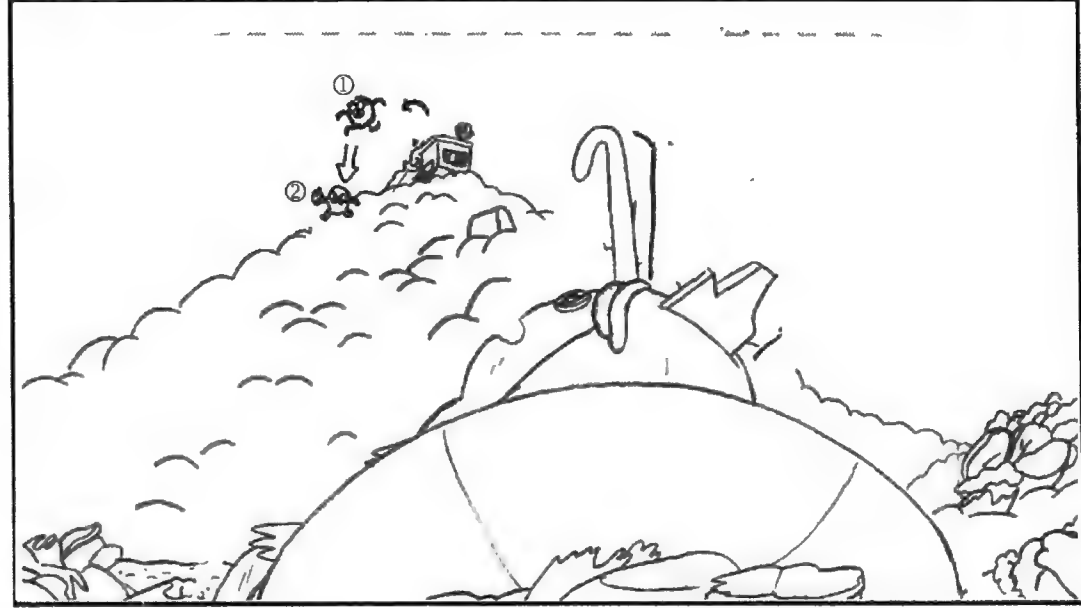
day night



Sc. 59A cont Pnl. B

Bg.

day night



Dialog:

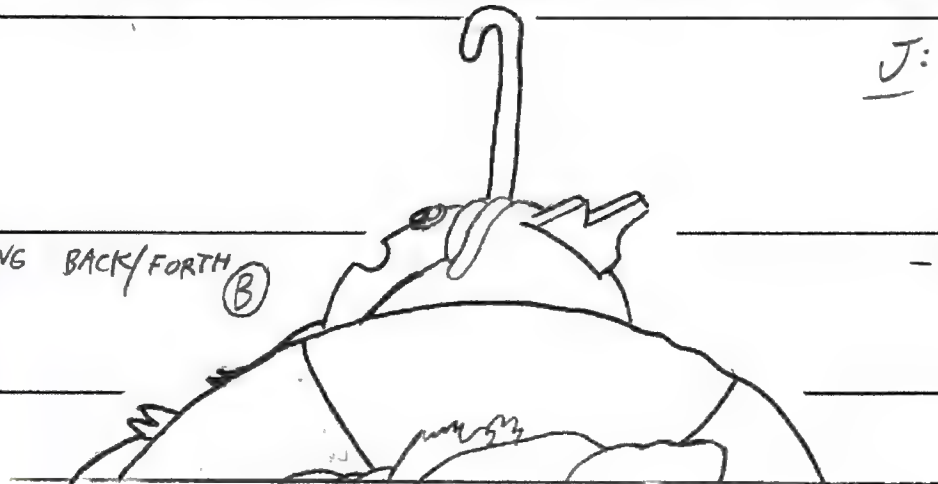
J: RAGGEDY PRINCESS!

Action: RP ROCKING BACK/FORTH B

- JAKE RUNS TO RAGGEDY PRINCESS HOLLERING

MAR 03 2016

Timing:



1042-247
EPISODE #

Production:

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ADVENTURE TIME



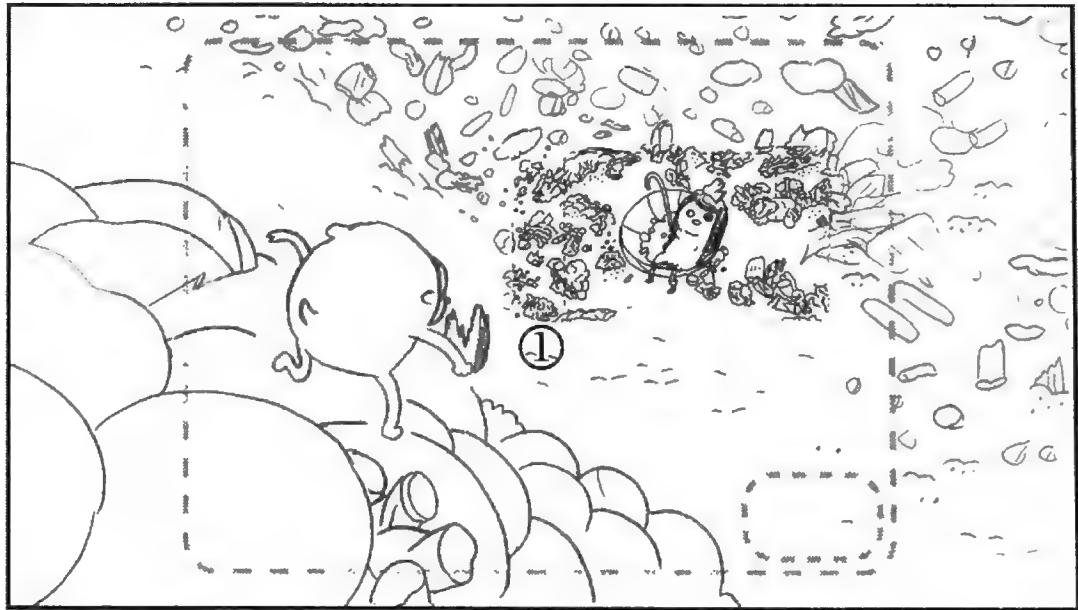
Page 105

Sc. 60

Pnl. A

Bg.

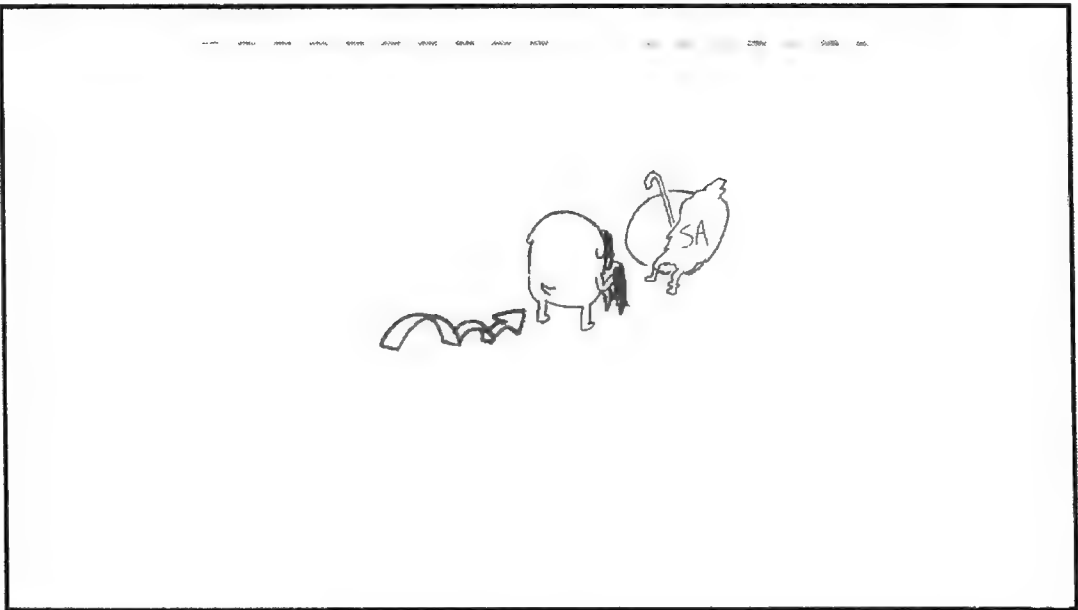
day night



Sc. 60 *CONT* Pnl. B

Bg.

day night



Dialog:	
Action:	- J. RUNS UP TO RAGGEDY PRINCESS.
Timing:	MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

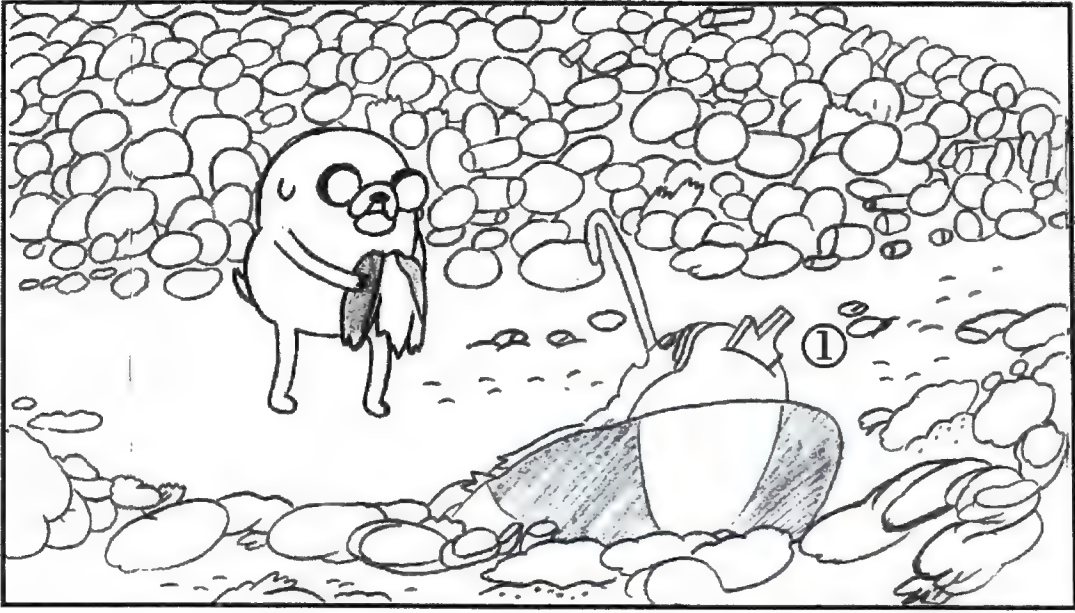
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ADVENTURE TIME

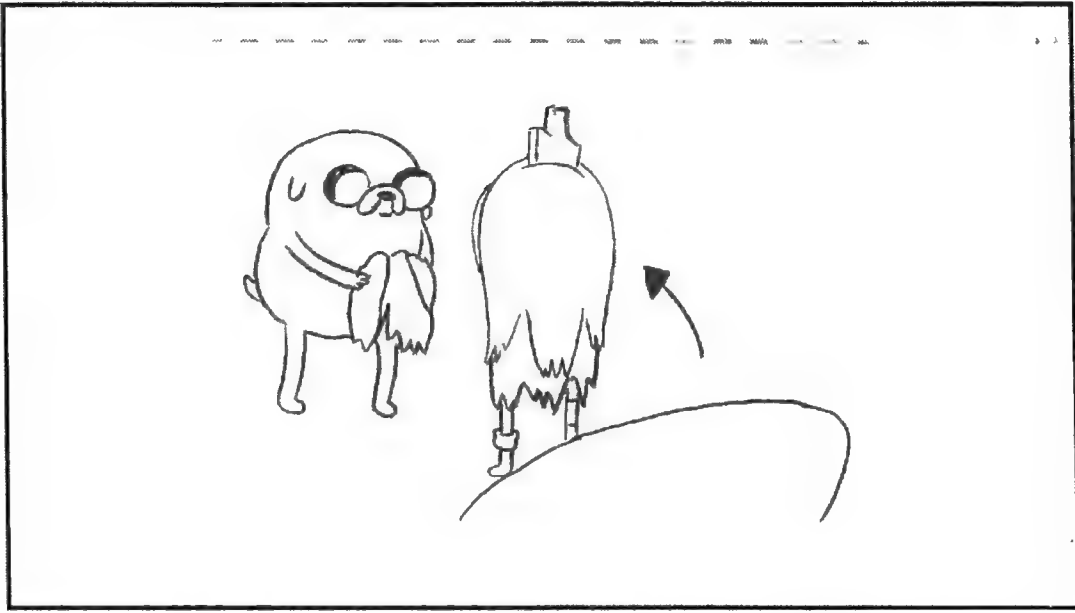


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Sc. 61 Pnl. A Bg. day night

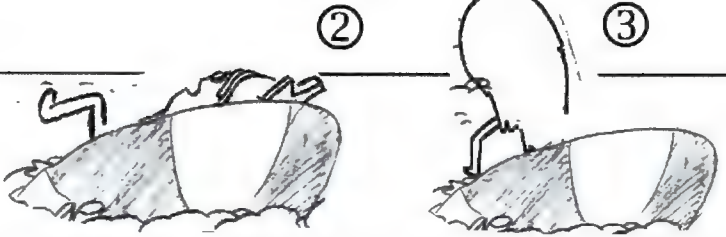


Sc. 61 ~~cont~~ Pnl. B Bg. day night



Dialog: J: CAN YOU PATCH THIS BEACH BALL?

Action: - RP STANDS UP.

Timing:  MAR 03 2015

EPISODE # 1042-247

Production:

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1042 247

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ADVENTURE TIME



Sc. 62

Pnl. A

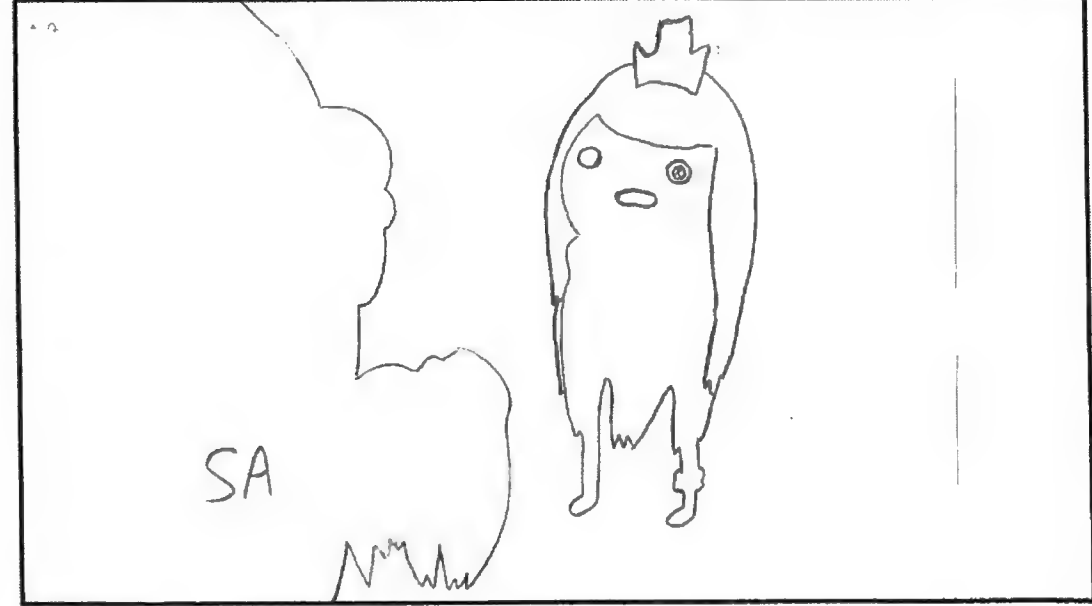
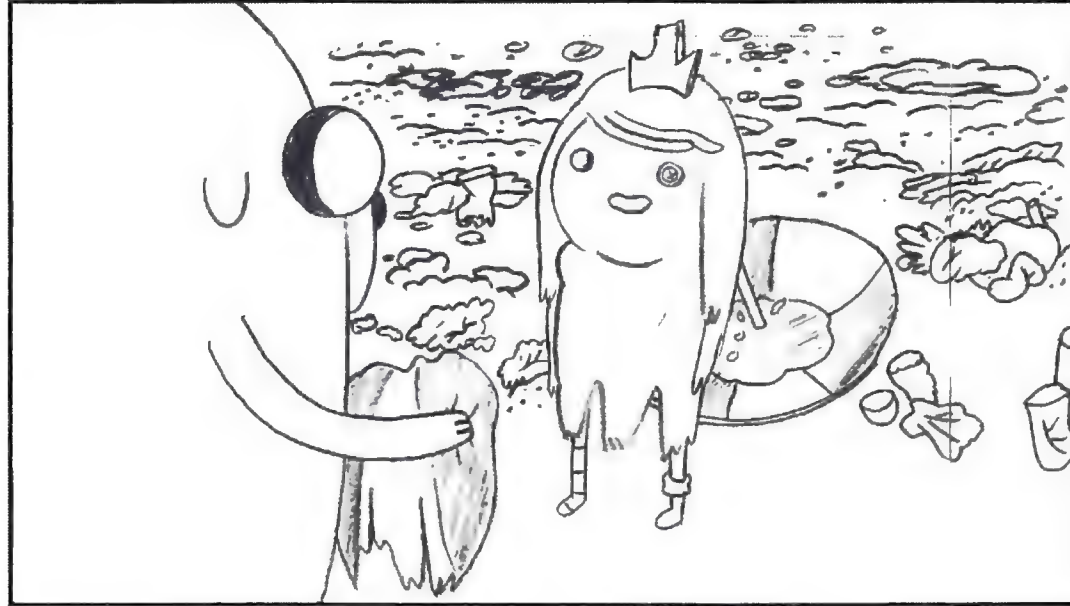
Bg.

day night

Sc. 62 CONT Pnl. B

Bg.

Page 107
107A NEXT
day night



Dialog:

RP: LOOKS LIKE THAT BALL
REQUIRES A RUBBER PATCH.

RP: AND RUBBER IS A MOST DIFFICULT
MATERIAL TO WORK WITH, **most** ADHESIVES
DON'T ADHERE PROPERLY.

Action:

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Sc. 62 A

Pnl. A

Bg.

day night



Sc. 62 A cont Pnl. B

Bg.



Page 107A
108 NEXT
day night

Dialog:	RP: RUBBER SHRINKS, STRETCHES, AND FLOPS AROUND...
Action:	MAR 03 2016
Timing:	

1042-247
EPISODE #

Production:

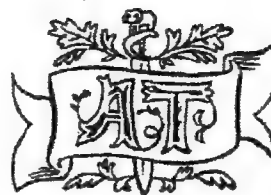
1042 247

1042 247

1042 247

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ADVENTURE TIME



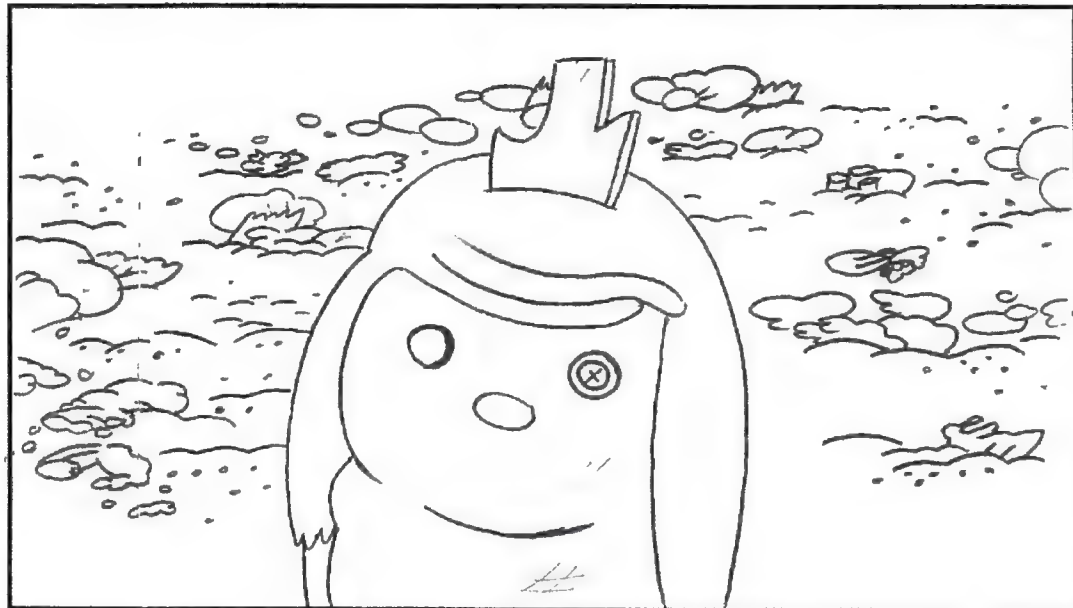
Page 108

Sc. 63

Pnl. A

Bg.

day night

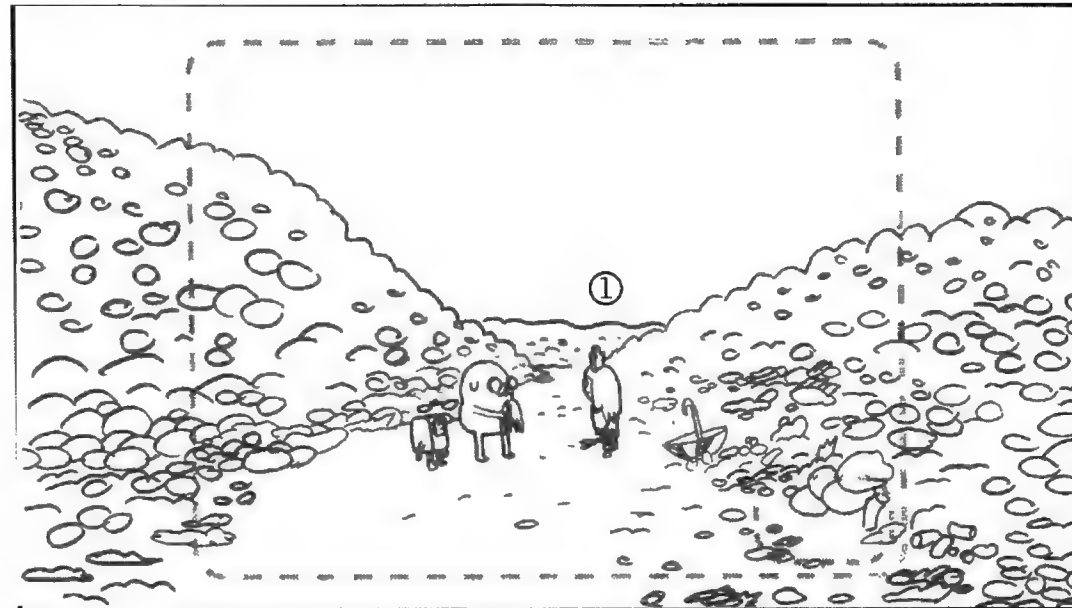


Sc. 64

Pnl. A

Bg.

day night



Dialog:

RP: BUT! IN MY KINGDOM,
EVERYTHING CAN BE FOUND IF
YOU POKE AROUND ENOUGH.

RP:

So THERE'S AN UNDAMAGED
BEACH BALL HERE... SOMEWHERE.

Action:



MAR 03 2016

Timing:

1042-247

EPISODE #

1042 247

Production:

1042 247

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ADVENTURE TIME

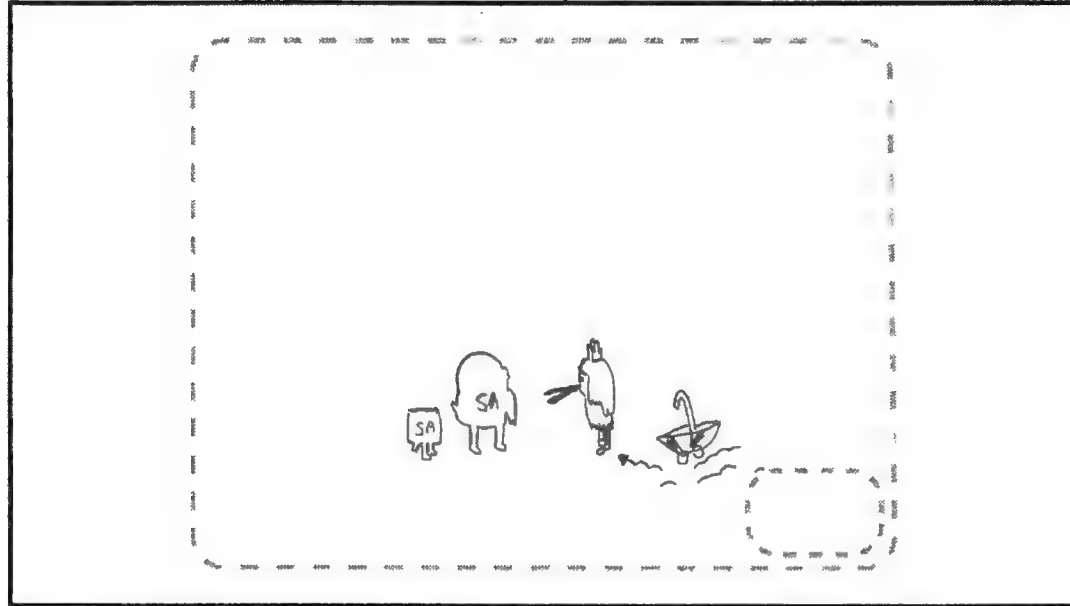


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Sc. 64 cont Pnl. B

Bg.

day night

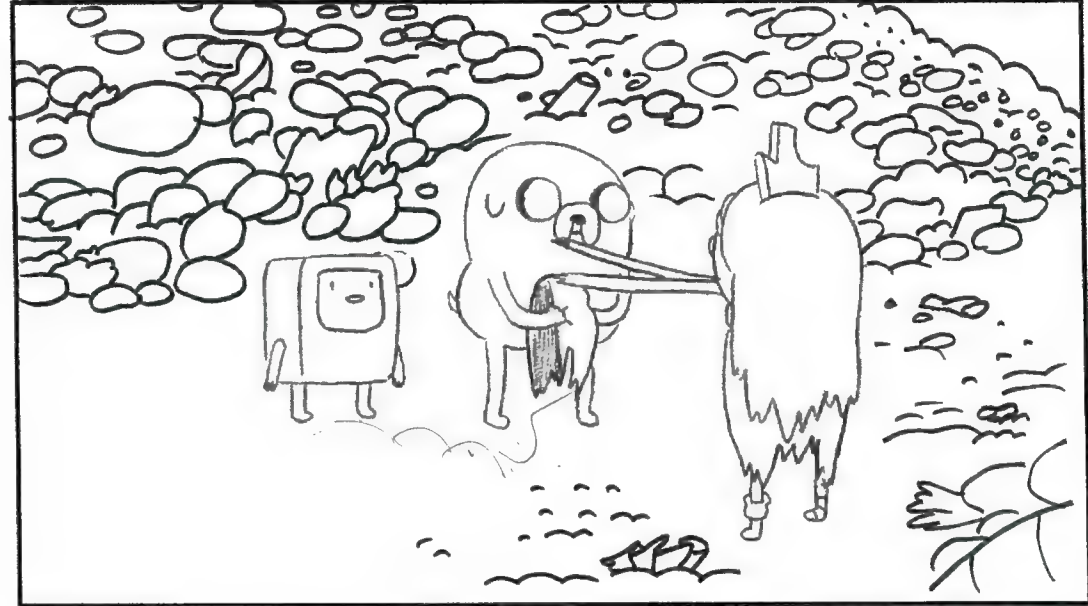


Sc. 65

Pnl. A

Bg.

day night



Dialog:

RP: HERE! (MOUTH FULL)

Action:

RP GRABS STICK FROM PILE WITH HER MOUTH.



MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

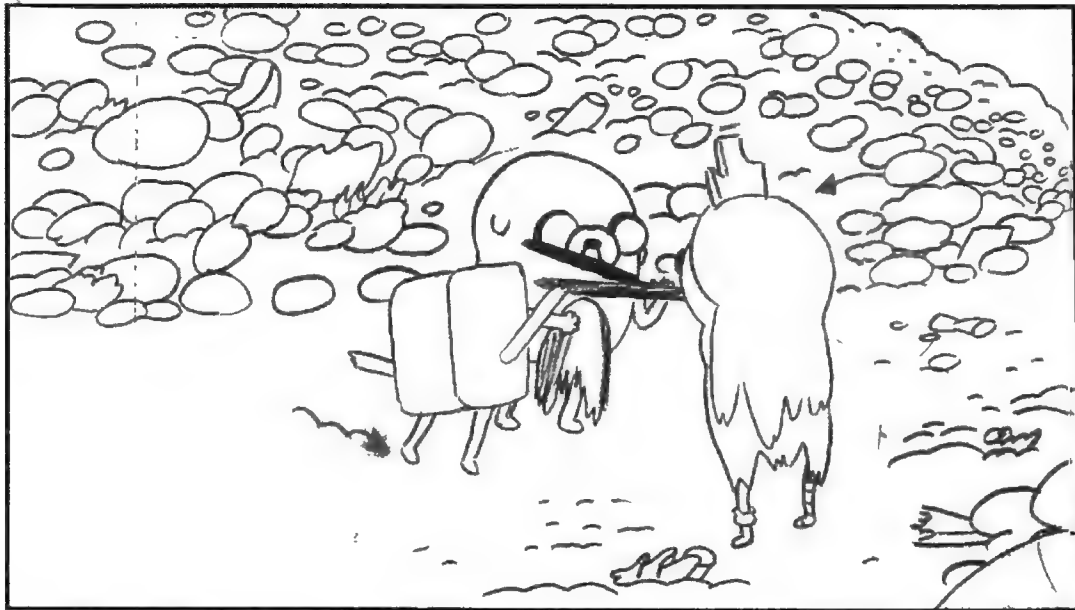
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1042 247

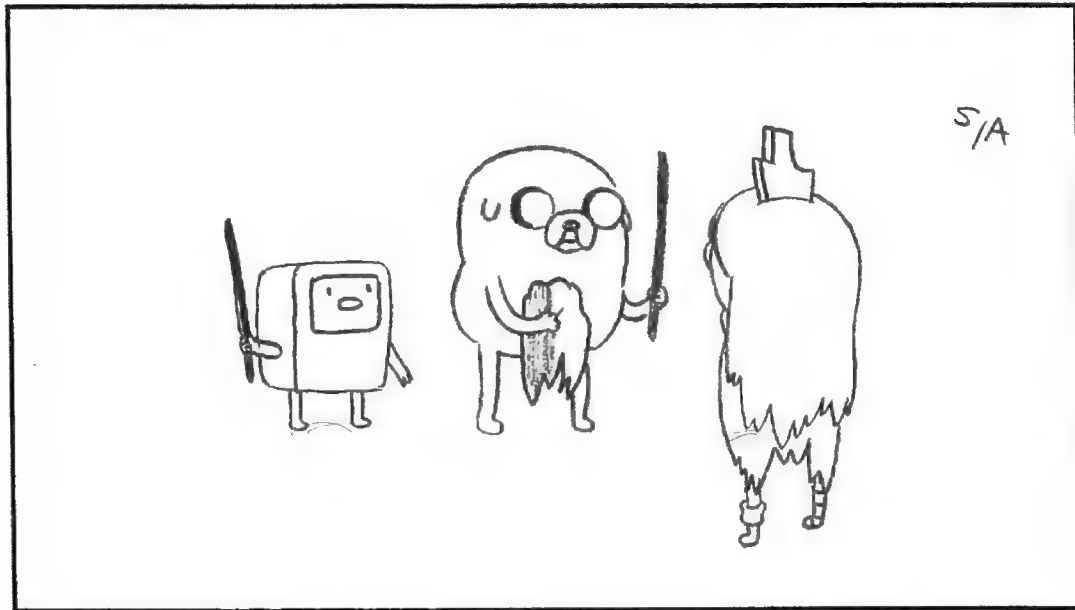
ADVENTURE TIME



Sc. 65 cont Pnl. B Bg. day night



Sc. 65 cont Pnl. C Bg. day night



Dialog:	RP: HAVE SOME POKING STICKS. (MOUTH FULL)
Action:	
Timing:	

MAR 03 2016

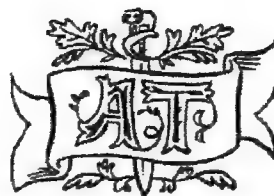
1042-247

EPISODE #

Production:

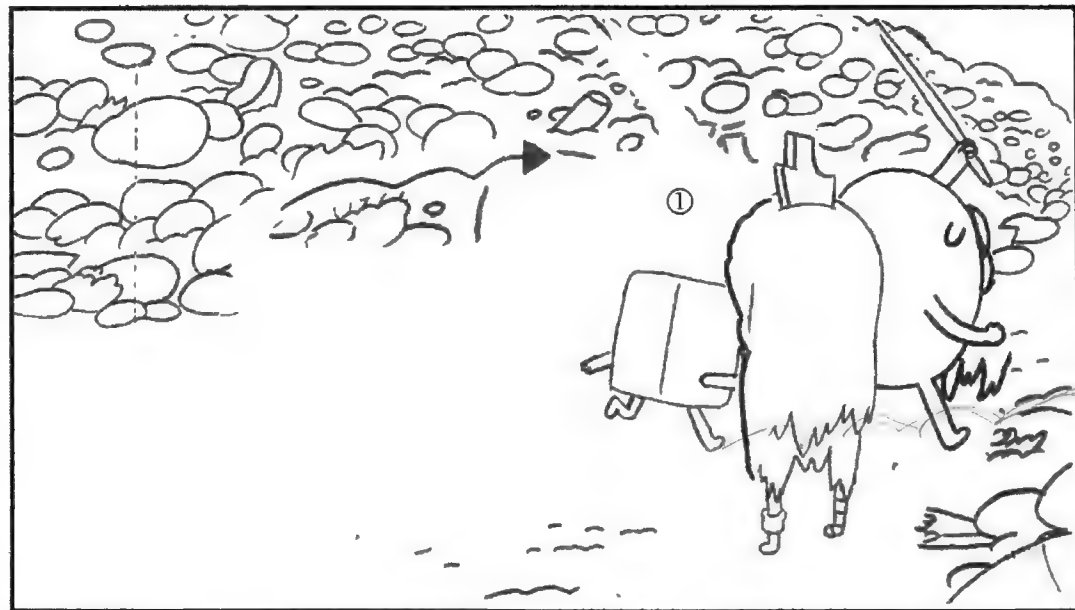
1042 247

ADVENTURE TIME

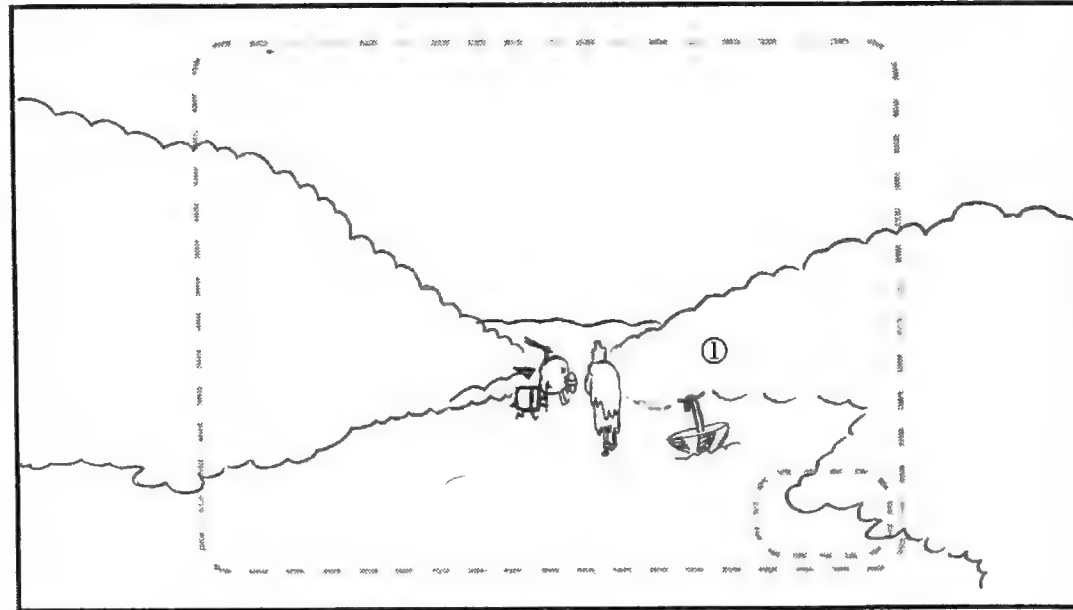


Page 111

Sc. 65 cont Pnl. D Bg. day night



Sc. 66 Pnl. A Bg. day night



Dialog: J: C'MON, BMO.

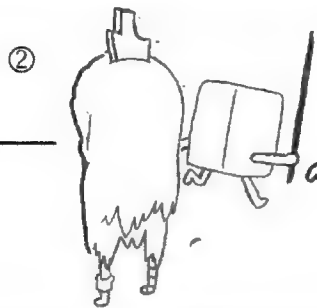
BMO: FOR JAAAMES!

Action:

- BMO AND JAKE RUNN OFF.

MAR 03 2016

Timing:



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EPISODE #

1042 247

Production:

1042 247

ADVENTURE TIME

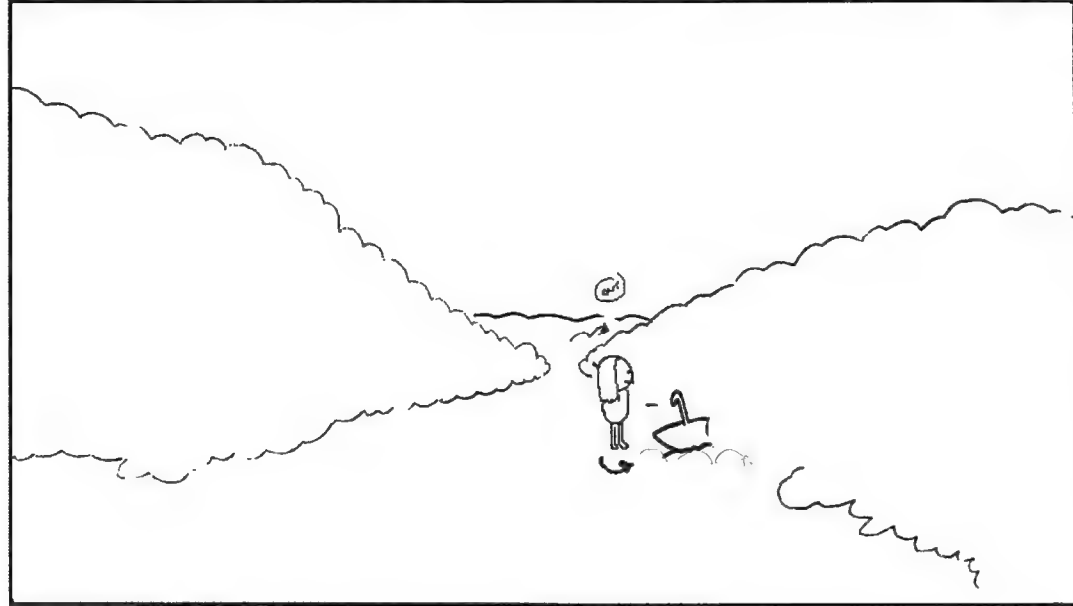


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Sc. 66 cont Pnl. B

Bg.

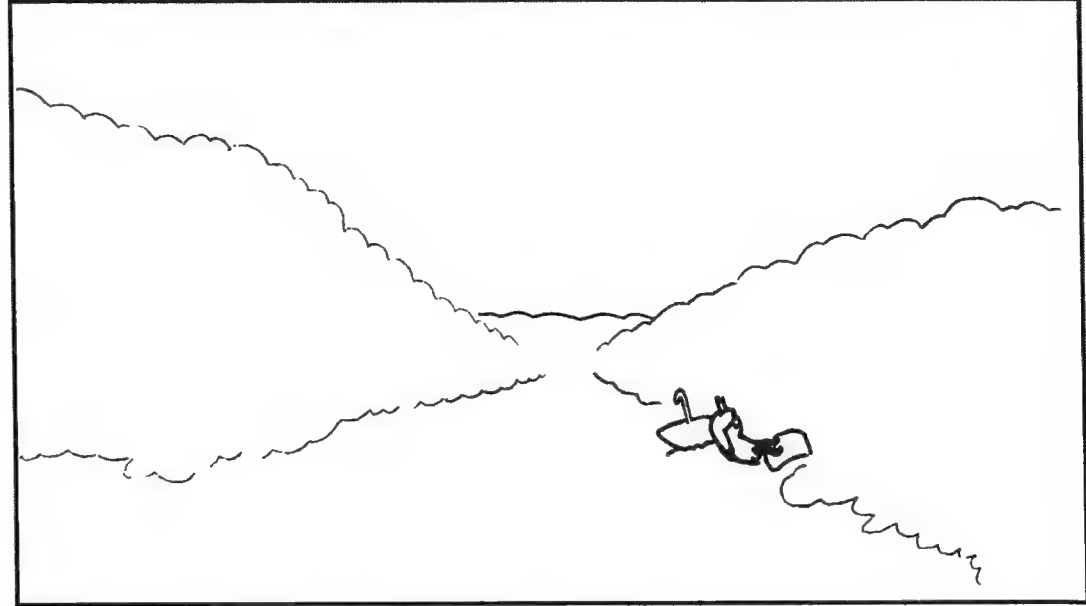
day night



Sc. 66 cont Pnl. C

Bg.

day night



Dialog:

Action: - RP CHECKS UNDER A NEARBY BLANKET.

MAR 03 2018

Timing:



1042-247
EPISODE #

Production:

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1042 247

1042 247

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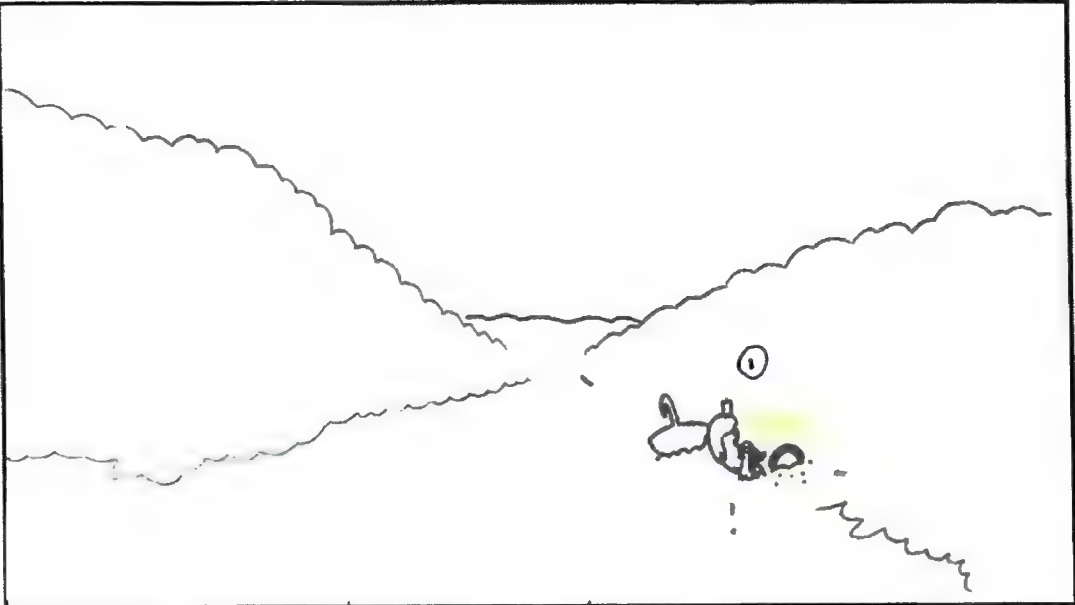
ADVENTURE TIME

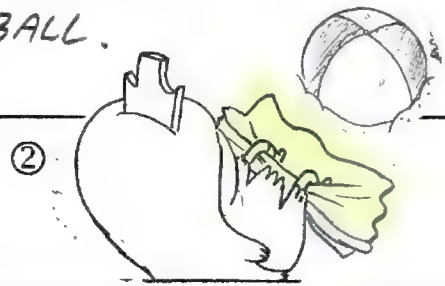



Sc. 67 Pnl. A Bg. day night



Sc. 68 Pnl. A Bg. day night



Dialog:	
Action:	- RP SEES A PERFECT JAMES BAXTER BEACH BALL. - RP. COVERS IT BACK UP.
Timing:	 

MAR 03 2016

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EPISODE #

Production:

1042 247

1042 247

1042 247

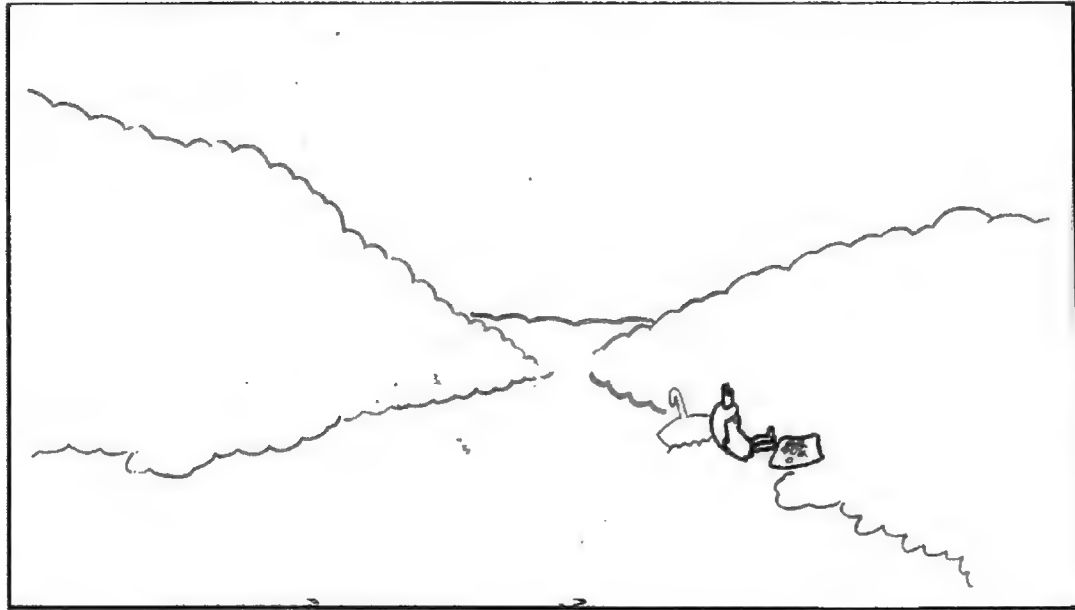
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ADVENTURE TIME

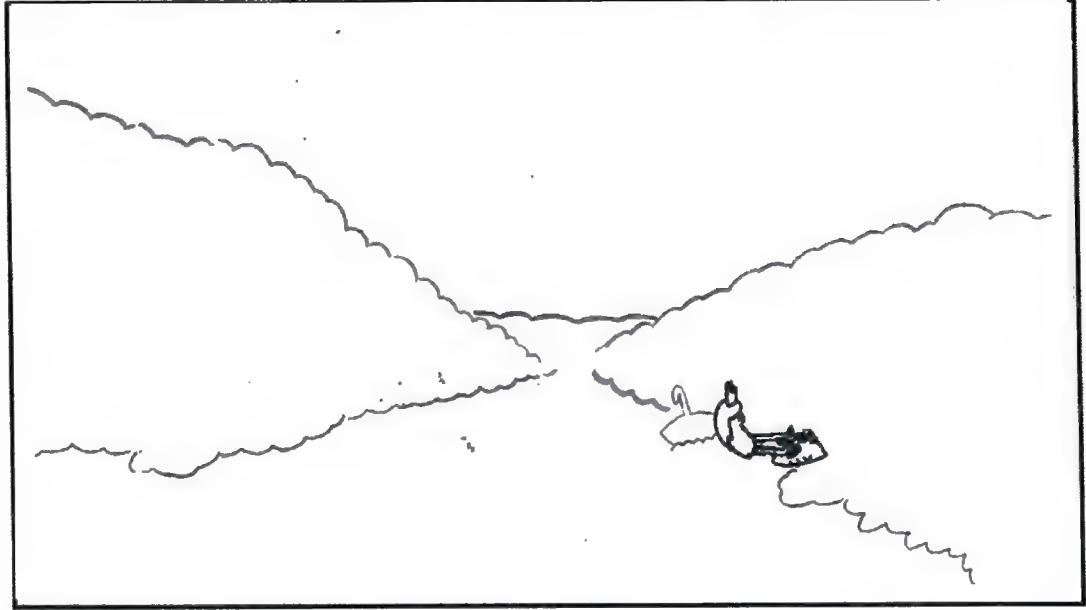


Page 114

Sc. 68 *cont* Pnl. B Bg. day night



Sc. 68 *cont* Pnl. C Bg. day night



Dialog:	
Action:	KICKS SOME TRASH ON TOP OF IT.
Timing:	

EPISODE # 1042-247

Production:

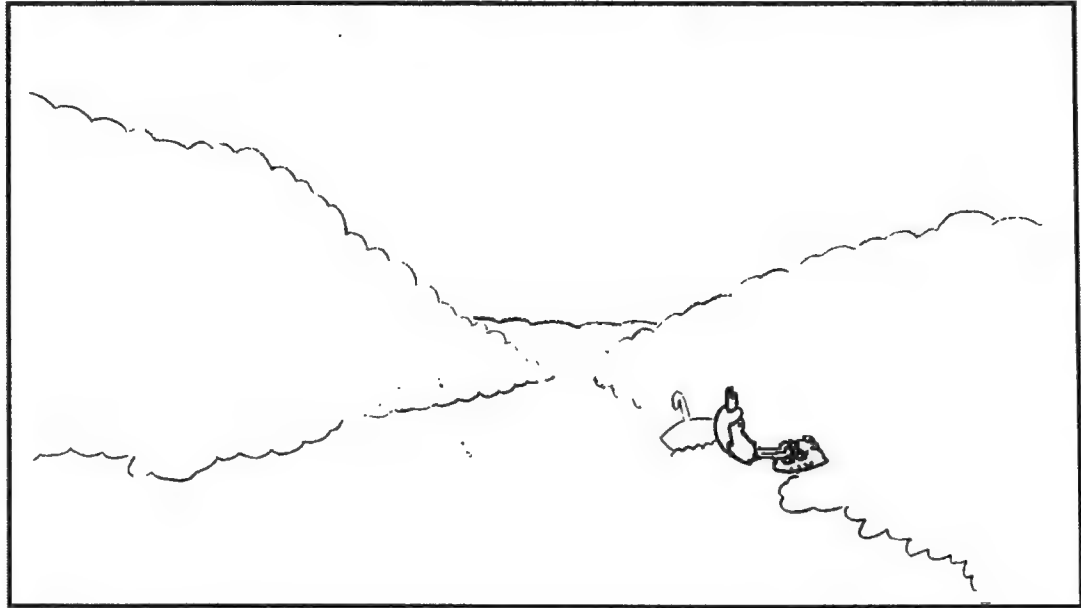
1042 247

1042 247

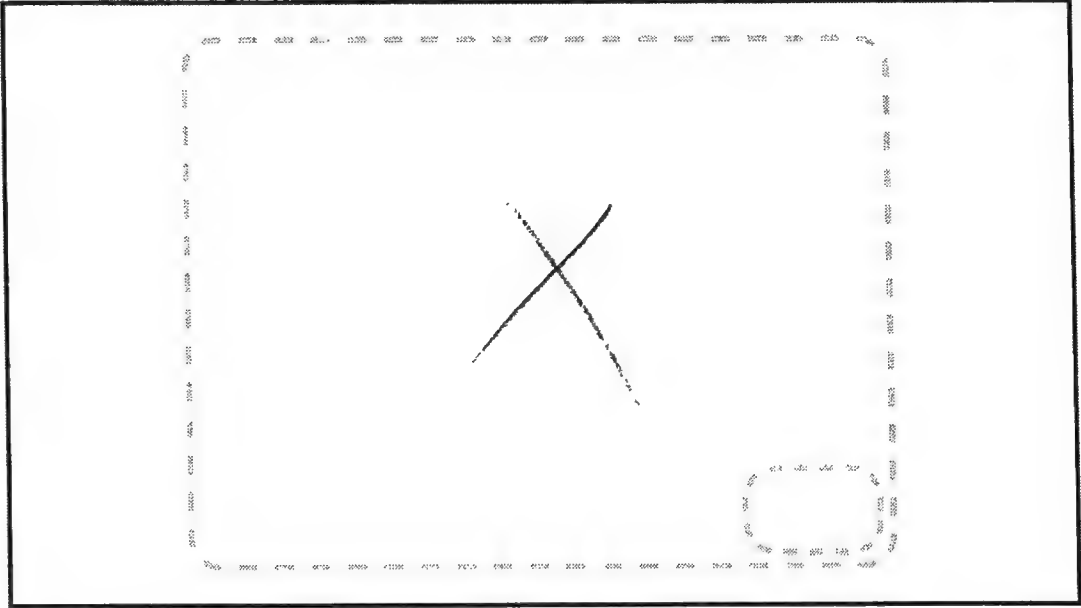
ADVENTURE TIME



Sc. 68 cont Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

MAR 03 2016

1042-247
EPISODE #

Production:

1042 247

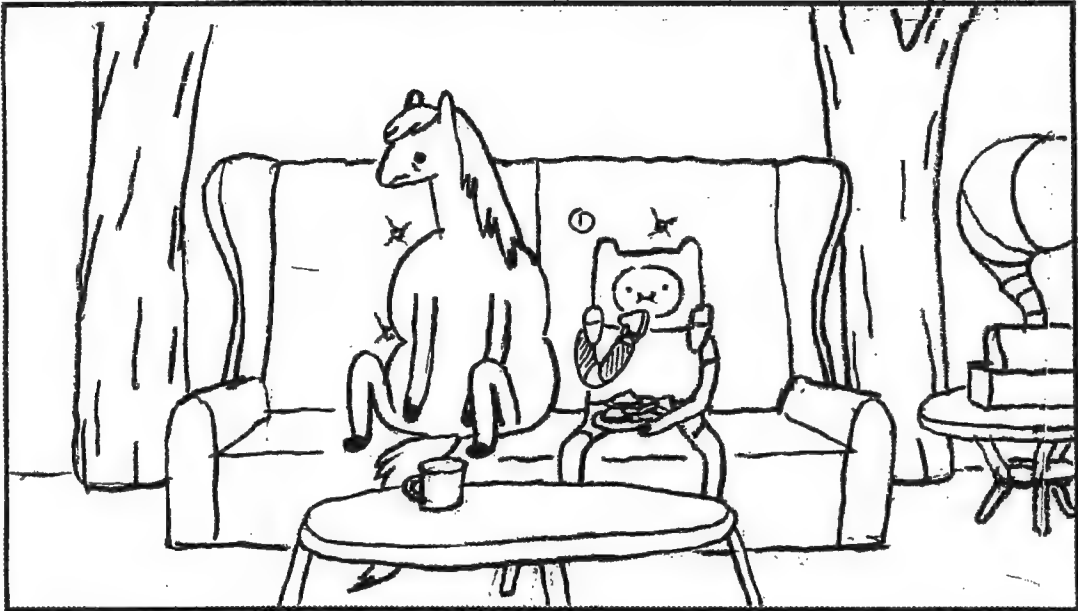
1042 247

1042 247

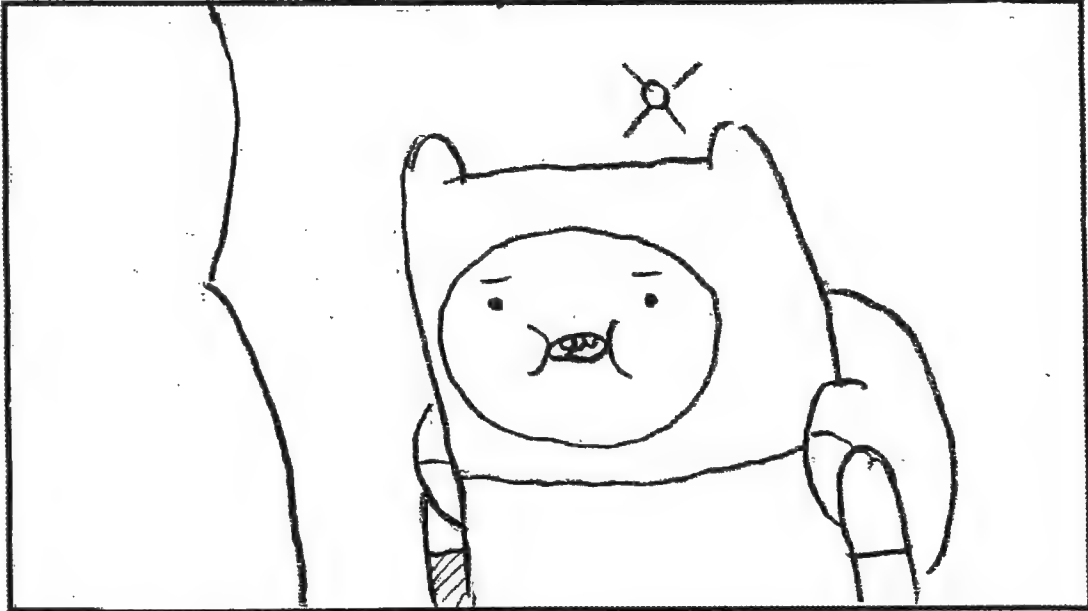
ADVENTURE TIME



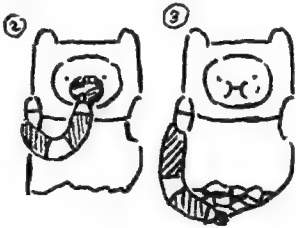
Sc. 69 Pnl. A Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:	① : M M F, SANDWICH GOOD ③ (MOUTH FULL)	① : ALMOST AS <u>GOOD</u> AS JAMES BAXTER.
Action:	- F PUTS SANDWICH IN HIS MOUTH	
Timing:		



MAR 03 2016

EPISODE # 1042-247

Production:

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1042 247

1042 247

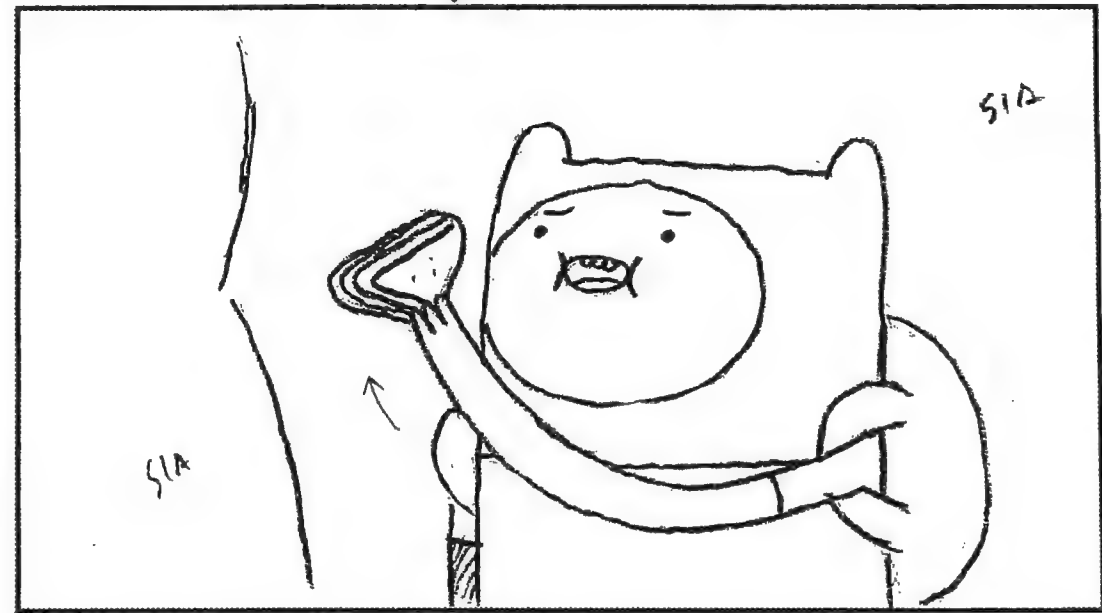
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ADVENTURE TIME



Sc. 70 *cont* Pnl. *B* Bg. day night



Sc. 71 Pnl. *A* Bg. day night



Dialog: *F*: WOULD YOU LIKE ANOTHER ONE, SIR? *F*: HMMM?
(9/5)

Action: - *F.* OFFERS UP SANDWICH, - *F.* LIFTS SANDWICH ON/S.
- *F.* MOVES SANDWICH IN SMALL CIRCLE

Timing:



MAR 03 2016

EPISODE # 1042-247

Production:

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1042 247

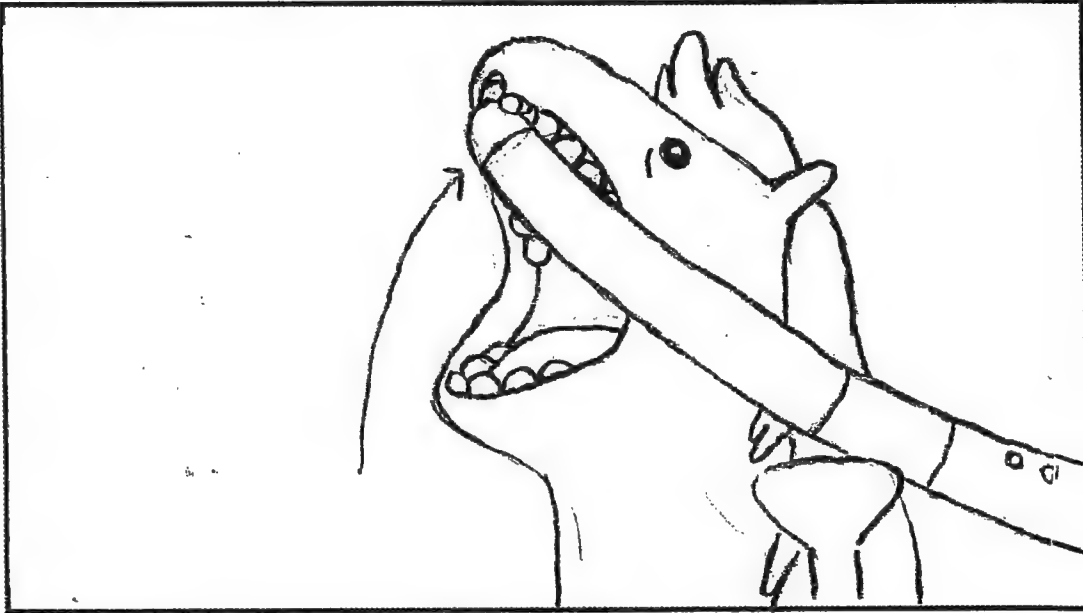
ADVENTURE TIME



Sc. 71 cont Pnl. B Bg. day night



Sc. 71 cont Pnl. C Bg. day night



Dialog:

Action: - F. TOUCHES JB'S NOSE WITH ONE FINGER. - F. LIFTS OPEN JB'S MOUTH. MAR 03 2016

Timing:



EPISODE # 1042-247

Production:

ADVENTURE TIME

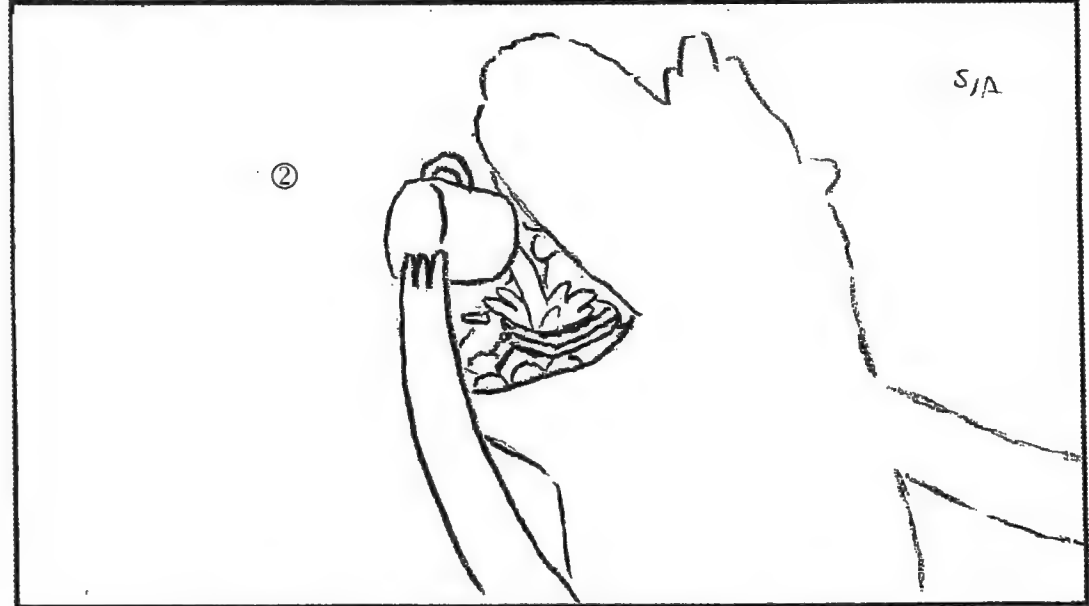


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Sc. 71 *CONT* Pnl. *D* Bg. day night



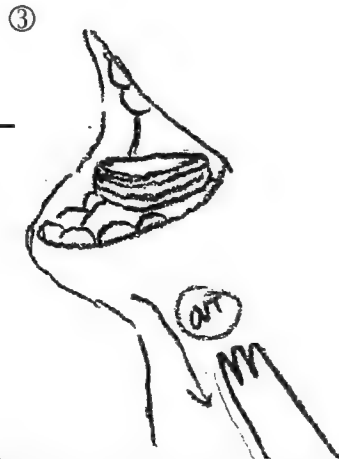
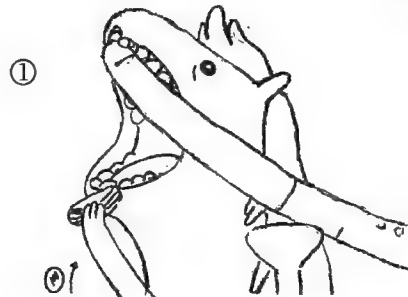
Sc. 71 *CONT* Pnl. *E* Bg. day night



Dialog:

Action:

- F. PLACES SANDWICH ON TONGUE.



- F POURS CUP'S CONTENTS ONTO SANDWICH.



MAR 03 2016

EPISODE # 1042-247

Production:

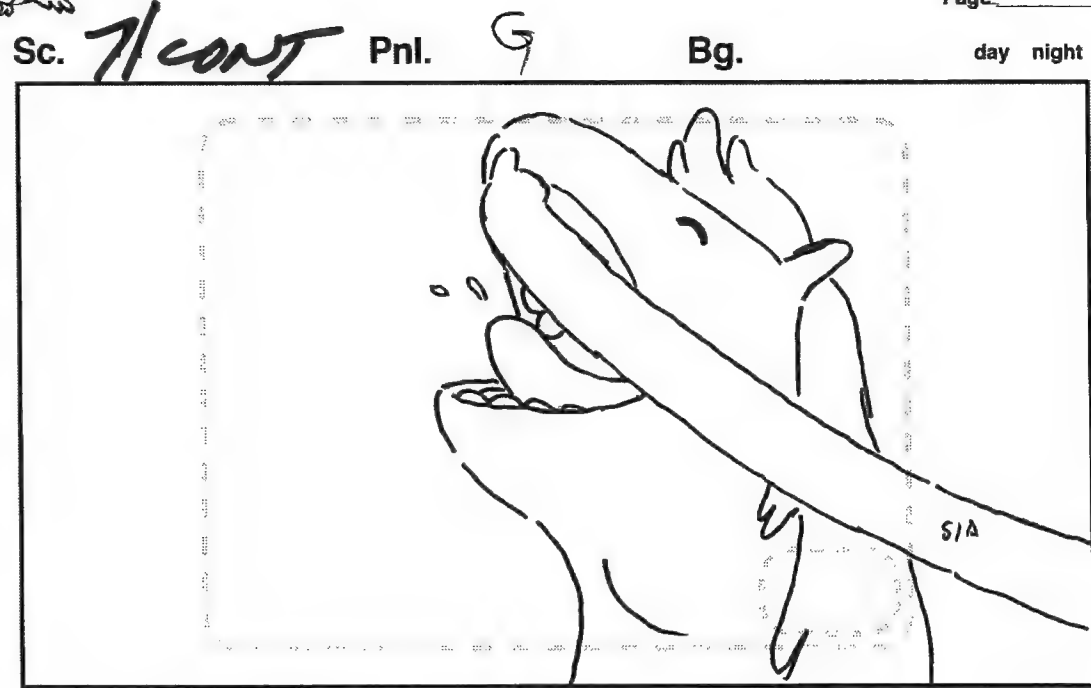
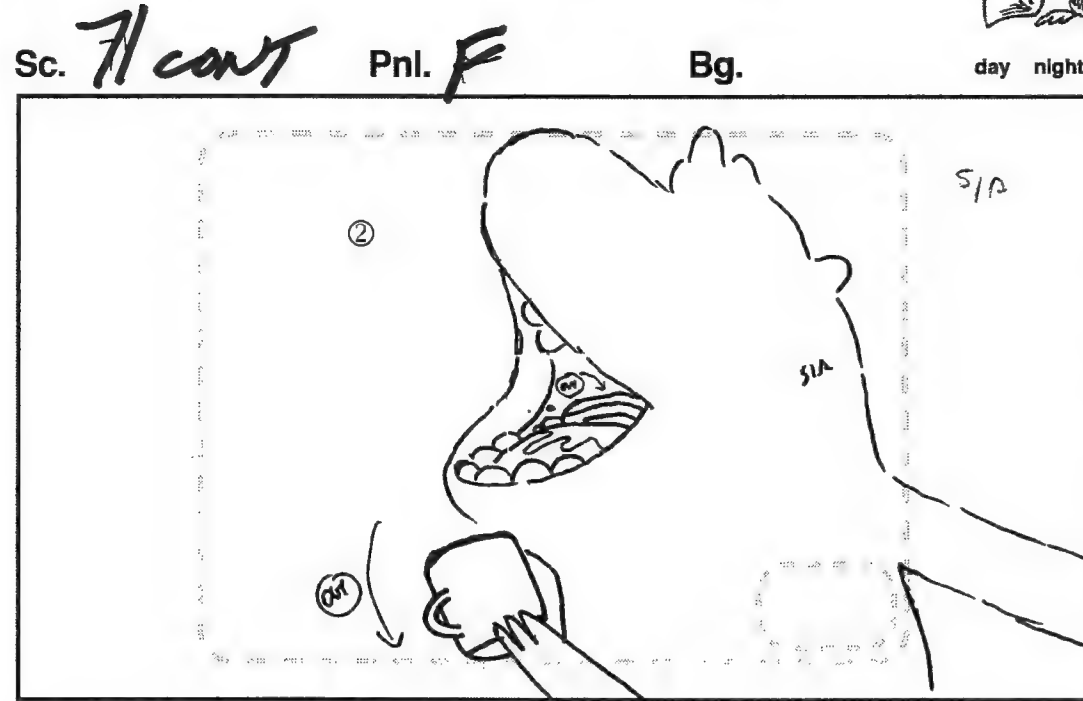
1042 247

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ADVENTURE TIME



Page 120



Dialog:

OB: *GLUCK*

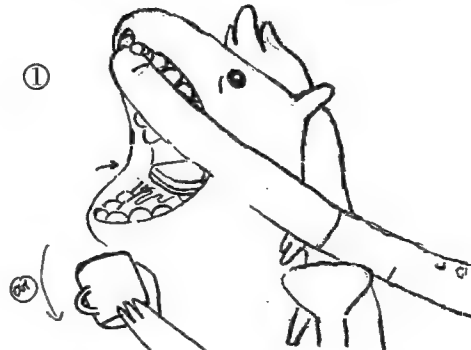
Action:

- SANDWICH SLIDES OUT OF VIEW.

- JB SWALLOWS

MAR 03 2016

Timing:



EPISODE # 1042-247

Production:

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1042 247

ADVENTURE TIME

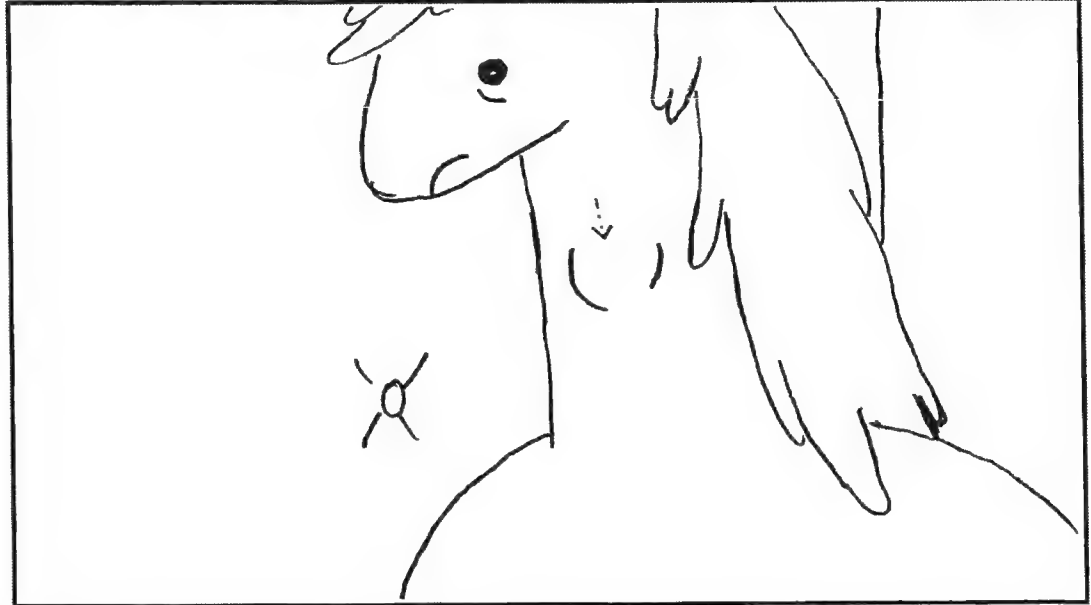


Page 121

Sc. 71 cont Pnl. H Bg. day night



Sc. 71 cont Pnl. I Bg. day night



- ADJ. DOWN TO JB'S THROAT.

Timing:

MAR 03 2016



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EPISODE # 1042-247

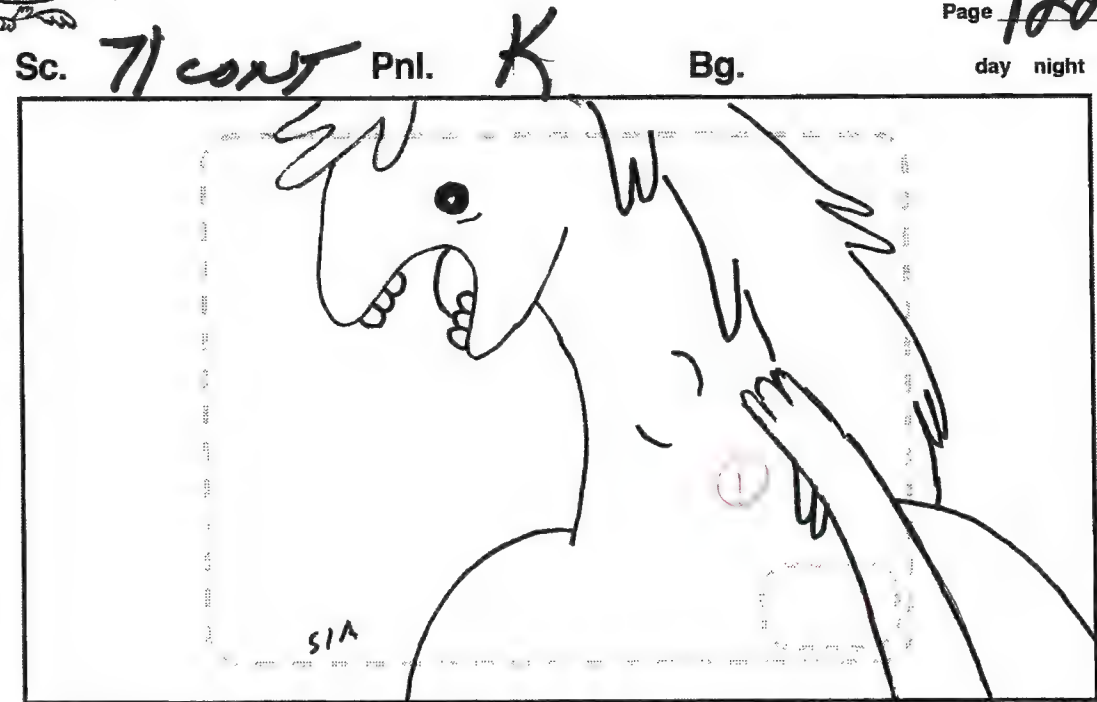
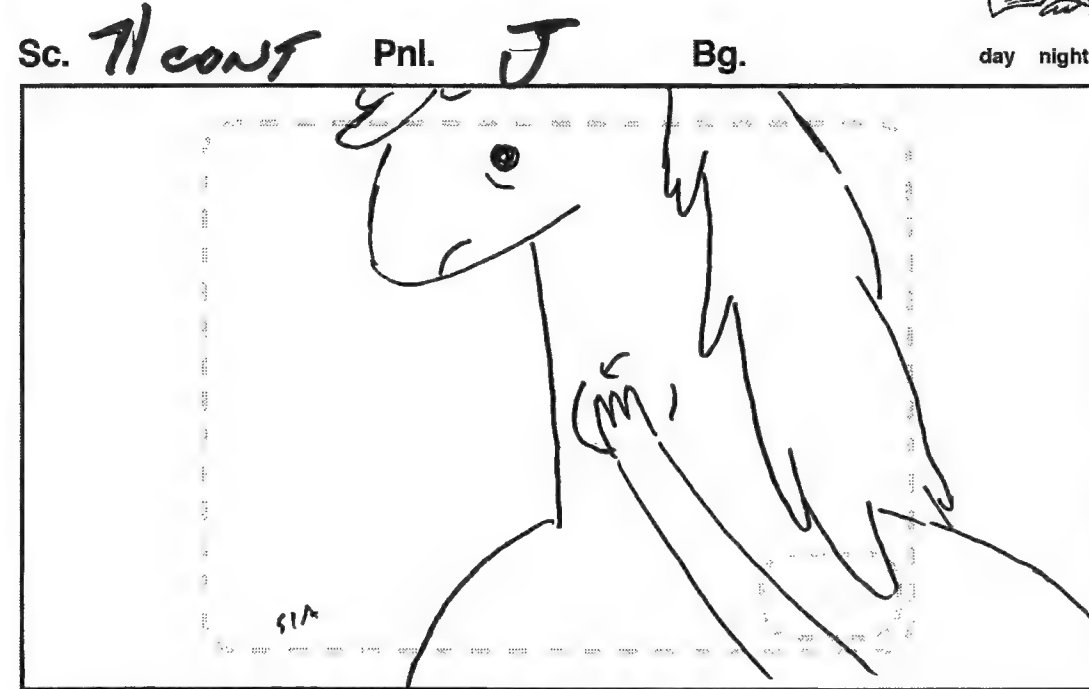
1042 247

1042 247

ADVENTURE TIME



Page **122**
day night



Dialog: **F:** GOOD...

Action: - F. MASSAGES LUMP.

Timing:

JB: [GAGS]

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

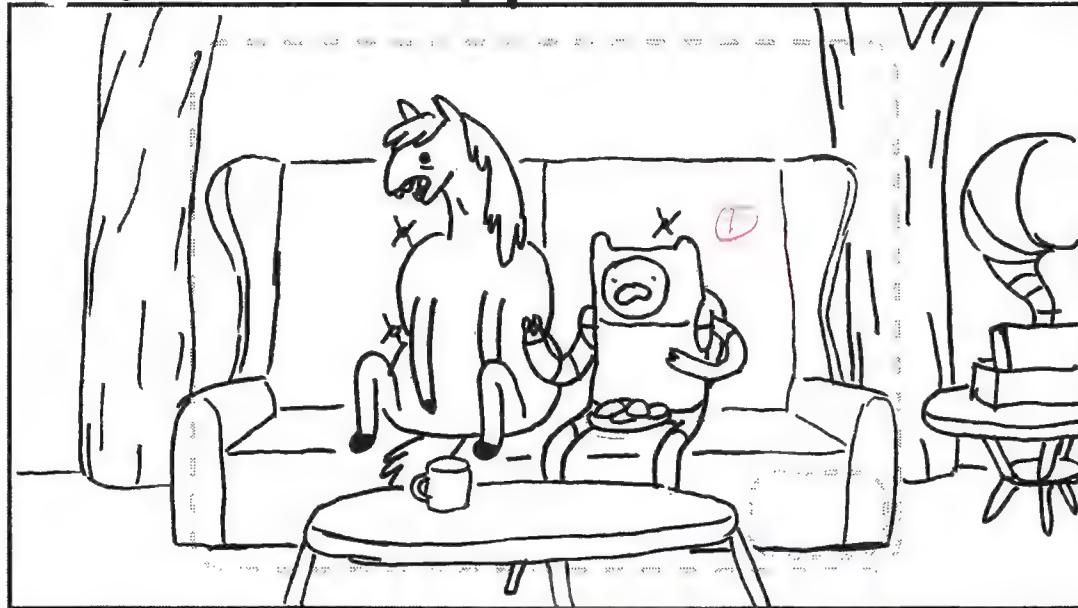
1042 247

ADVENTURE TIME

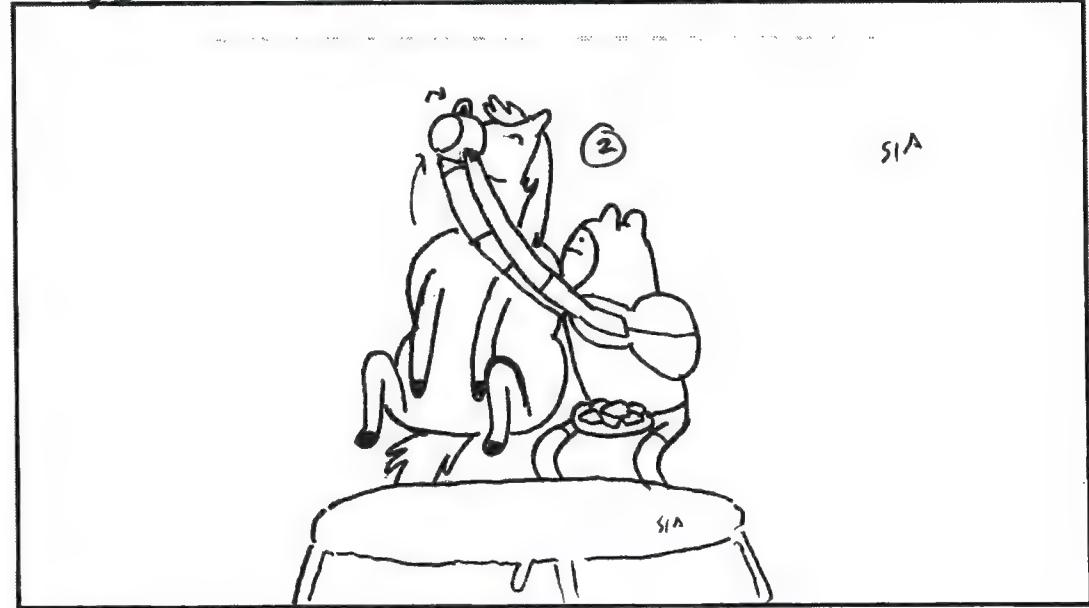


Page **123**

Sc. **72** Pnl. **A** Bg. day night



Sc. **73 cont** Pnl. **B** Bg. day night



Dialog:

① OH MY GLOB
I'M SORRY.

Action:

- F. GRABS CUP.

Timing:



- F. POURS CUP
into JB's mouth

MAR 03 2016



EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

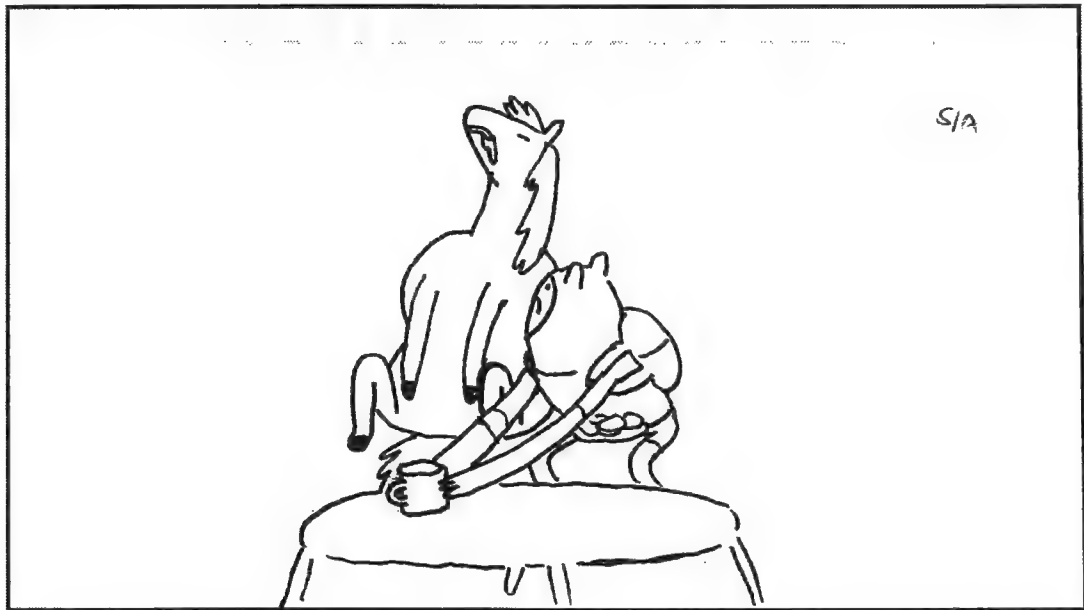
ADVENTURE TIME



Sc. 72 cont Pnl. C

Bg.

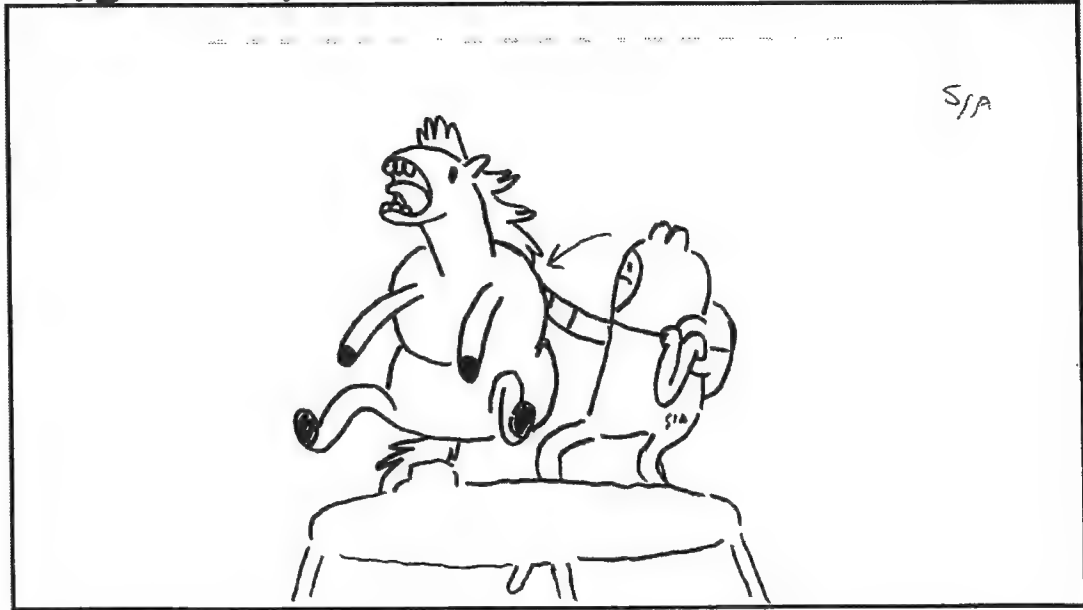
day night



Sc. 72 cont Pnl. D

Bg.

day night



Dialog:

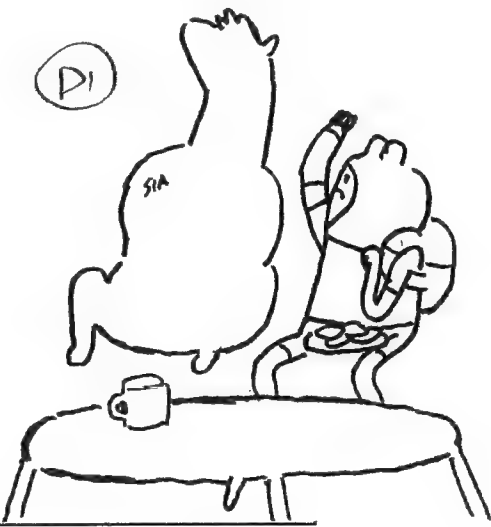
Action:

Timing:

SFX: * WHAP *

- F. PATS JB ON THE BACK.

MAR 03 2016



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1042 247

1042 247

1042 247

ADVENTURE TIME



Page **125**

Sc. **72 cont** Pnl. **E**

Bg.

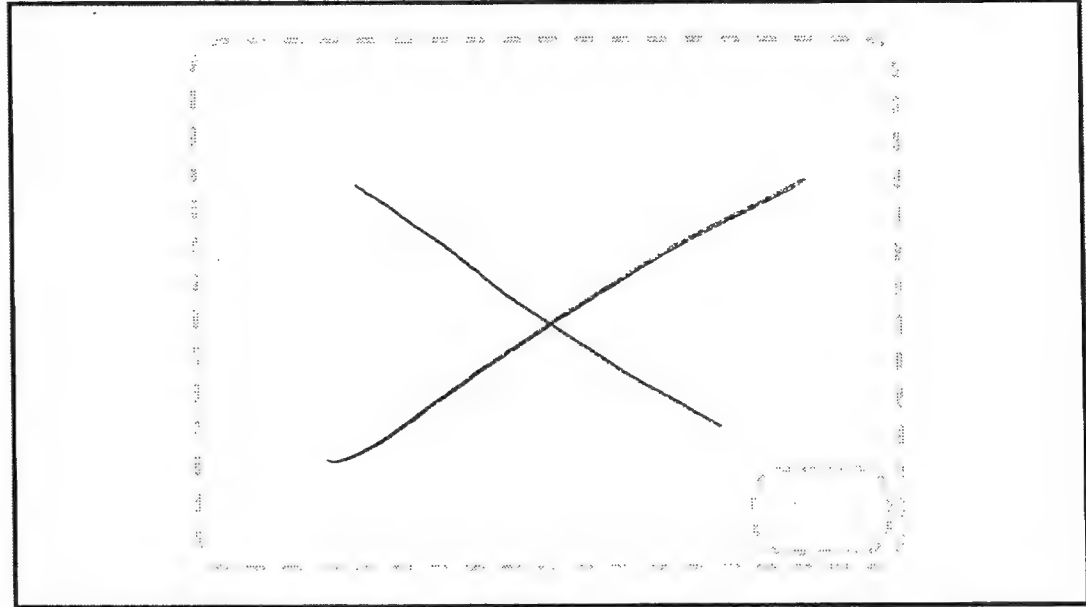
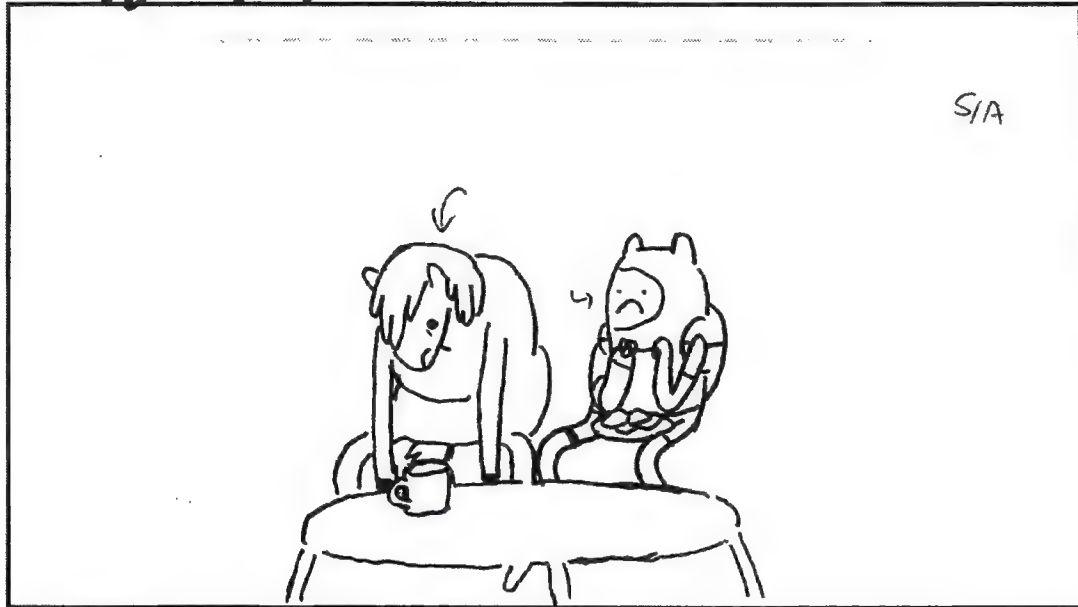
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-JB SLUMPS FORWARD.

Timing:

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EPISODE #

Production:

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1042 247

ADVENTURE TIME



Page 126

Sc. 73 Pnl. A Bg. day night



Sc. 73 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:



JB: [SIGH]

MAR 03 2016

EPISODE # 1042-247

Production:

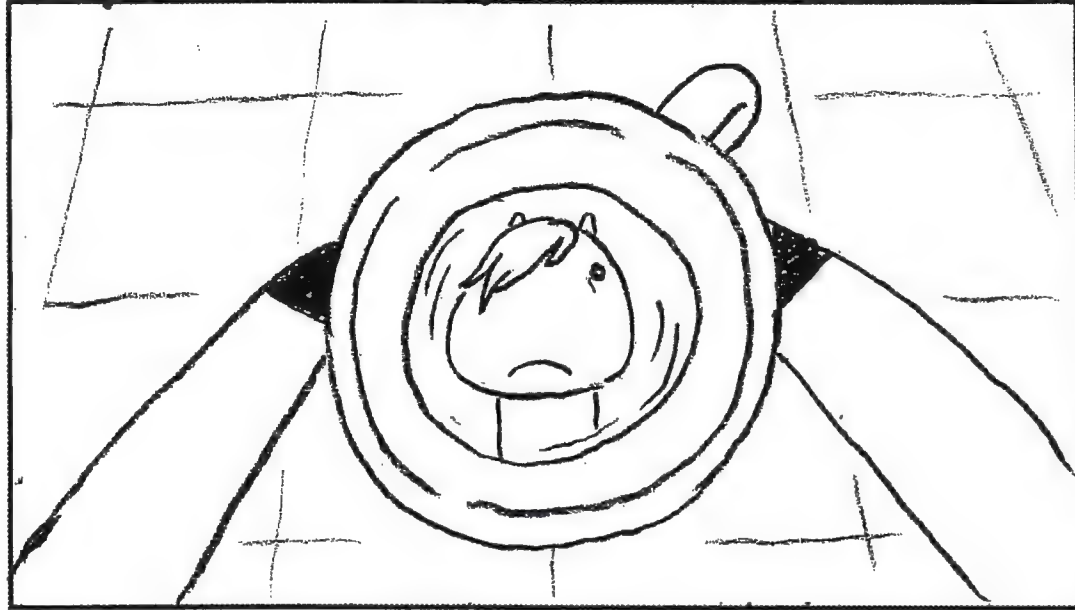
1042 247

ADVENTURE TIME

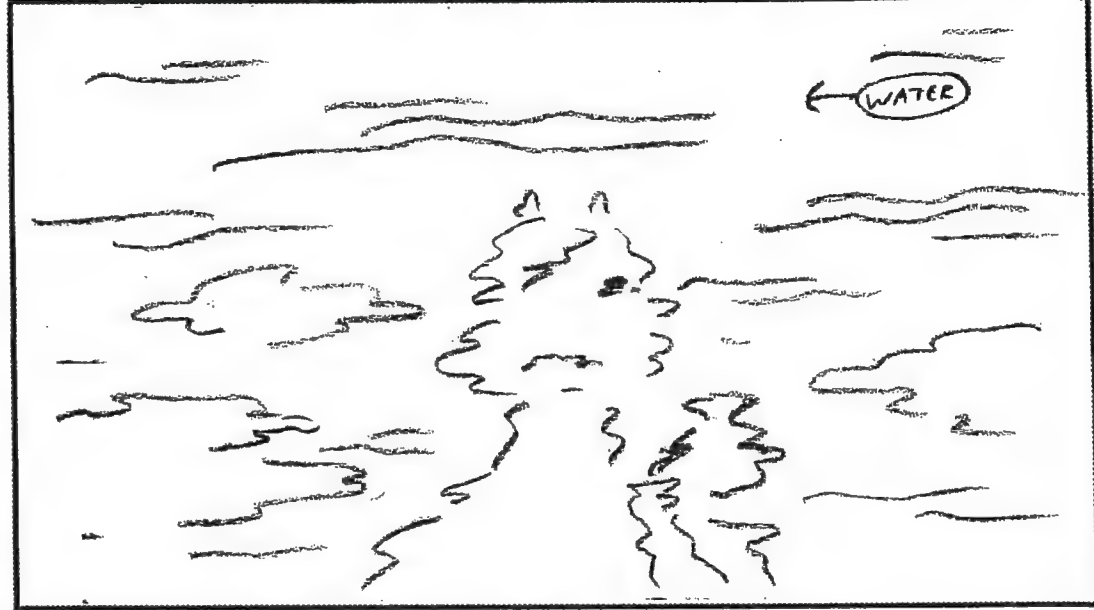


Page 127

Sc. 74 Pnl. A Bg. day night



Sc. 74 cont Pnl. B Bg. day night



Dialog:

Action:

- JB P.O.V. STARING INTO CUP.

X DISSOLVE.

MAR 03 2016

Timing:

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Production:

1042 247

1042 247

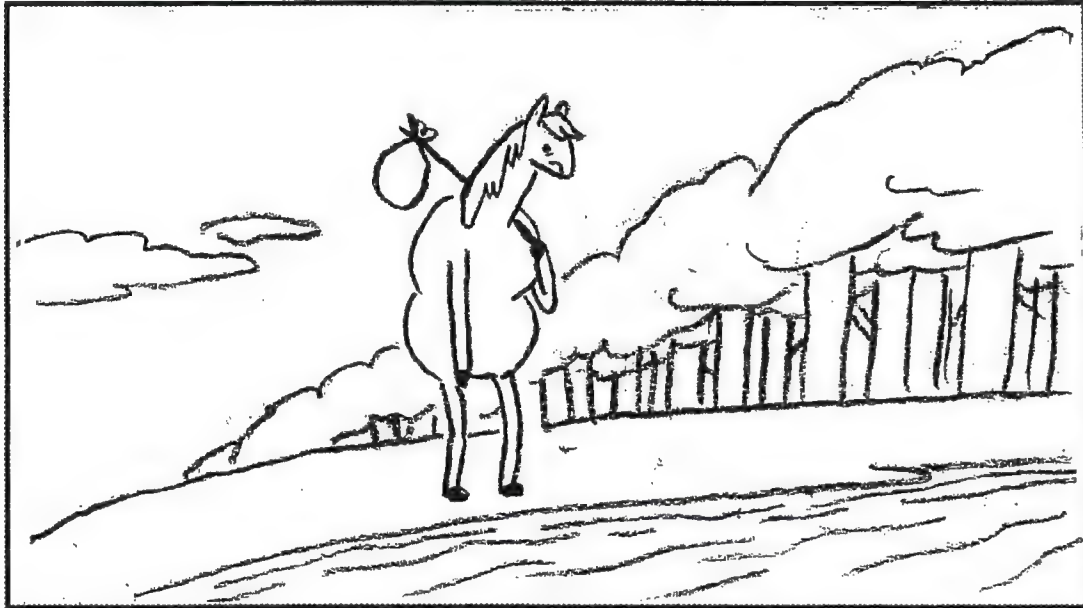
1042 247

ADVENTURE TIME



Page 128

Sc. 75 Pnl. A Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog:

Action:

-JB STARES DOWN AT RIVER.

MAR 03 2016

Timing:



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1042 247

1042 247

ADVENTURE TIME



Page 129

Sc. 76 CONT Pnl. B

Bg.

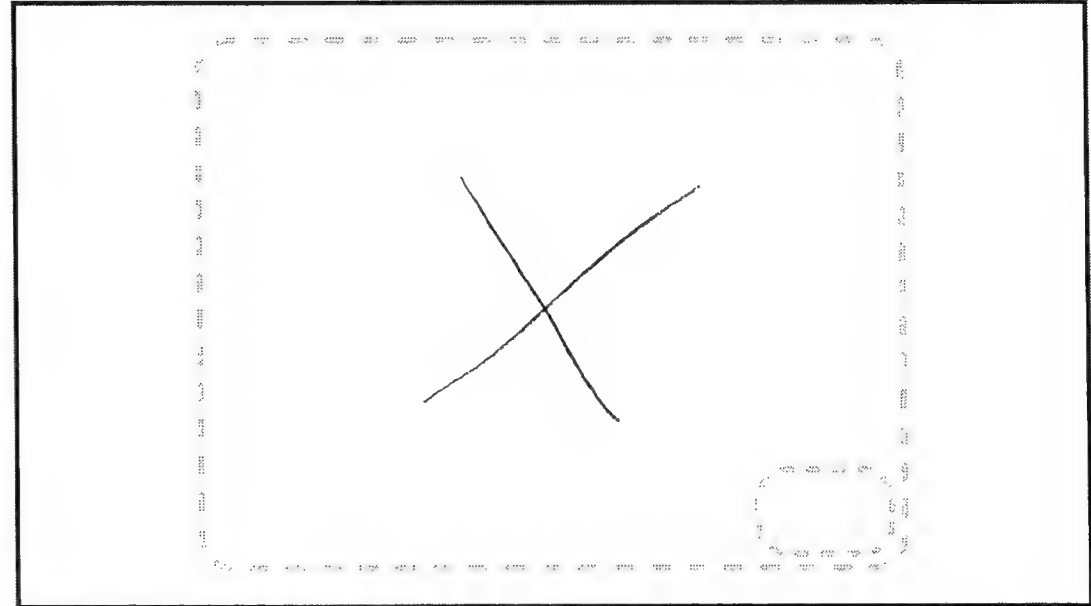
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-JB LOOKS BACK.

MAR 03 2016

Timing:

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Production:

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ADVENTURE TIME



Page 130
day night

Sc. 76 A

Pnl. A

Bg.

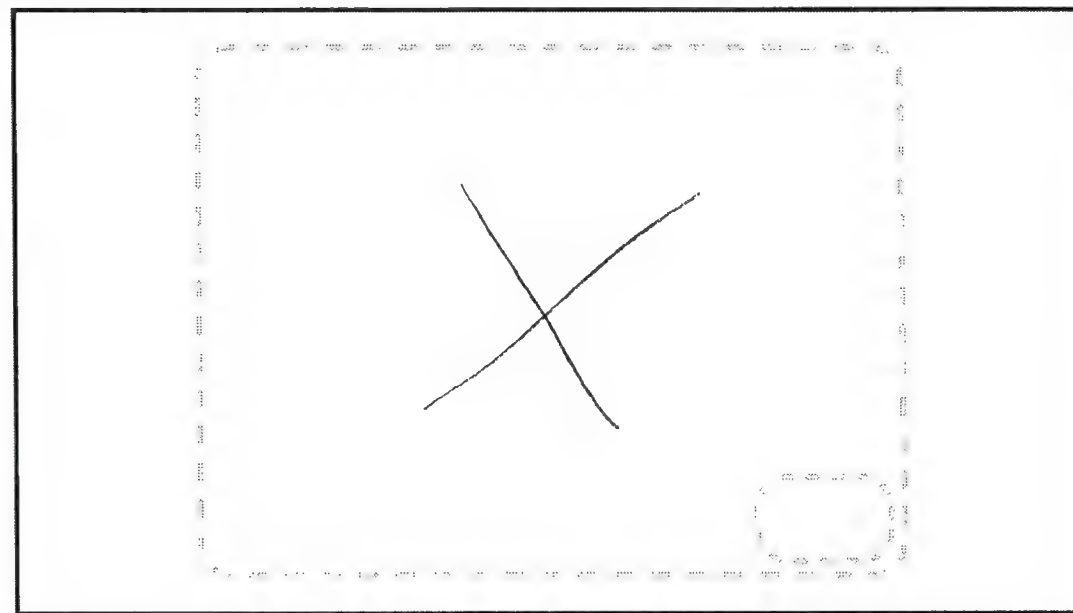
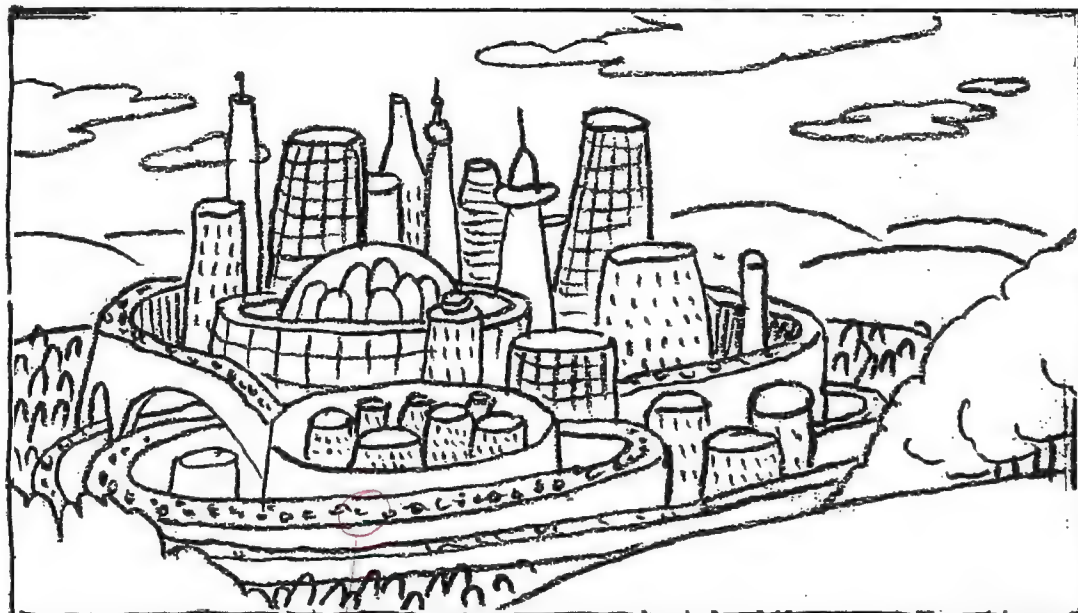
day night

Sc.

Pnl.

Bg.

day night



Dialog:

THIS CASE
HAS
SUSPENSE

Action:

- JB LOOKS BACK.

MAR 03 2016

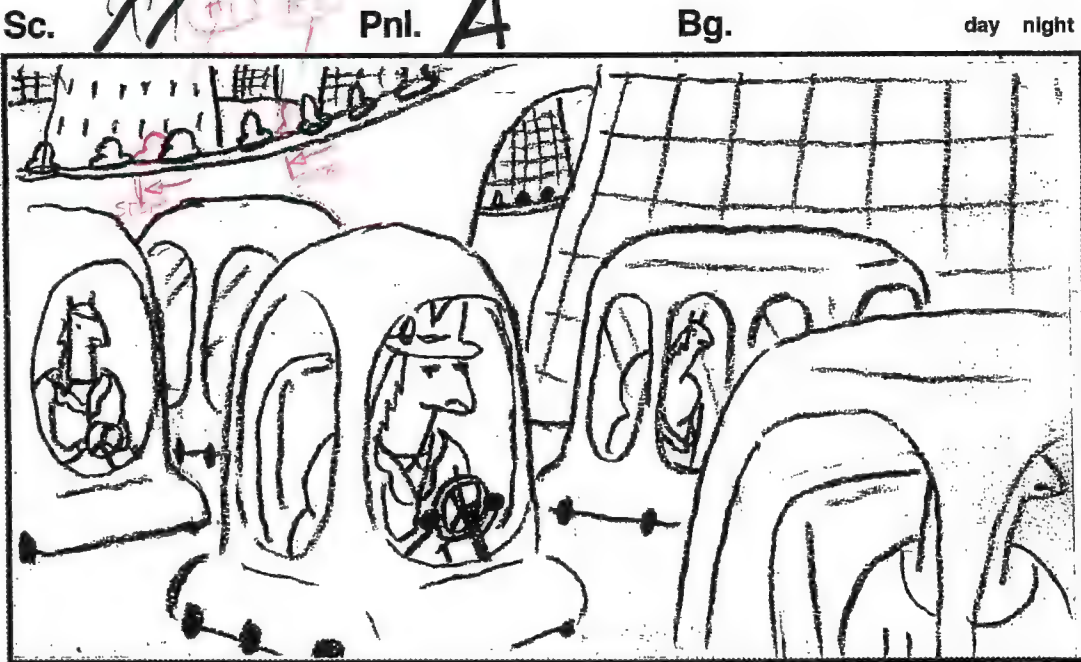
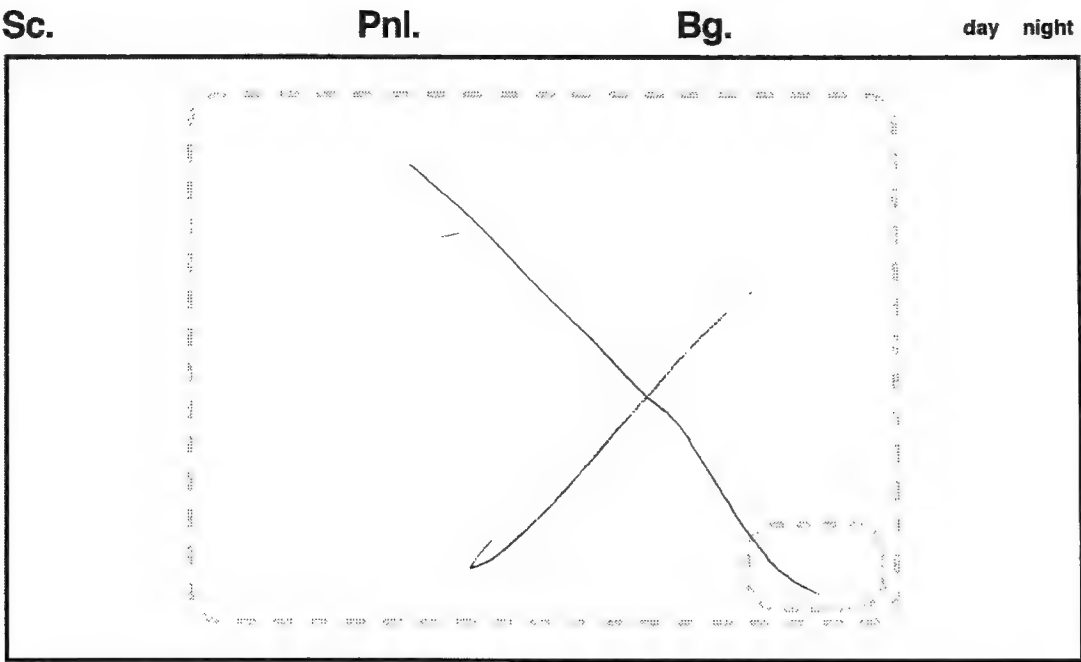
Timing:

EPISODE # 1042-247

Production:

1042 247

ADVENTURE TIME



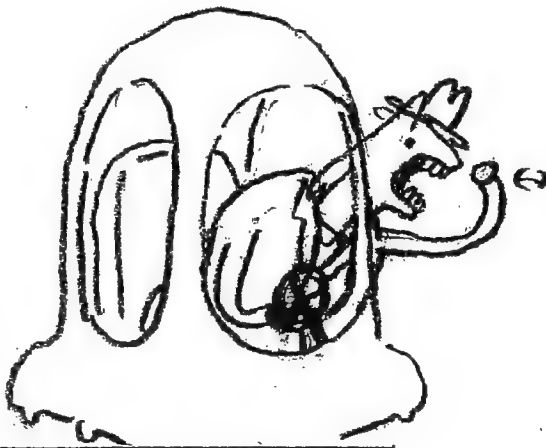
Dialog:

Action:

Timing:

CAR HORSE : (ANGRY)
NEIGH NEIGH NEIGH!
(WHAT'S THE WRO UP?)

MAR 03 2016



EPISODE # 1042-247

1042 247

ADVENTURE TIME



Page **132**

Sc. **78**

Pnl. **A**

Bg.

day night

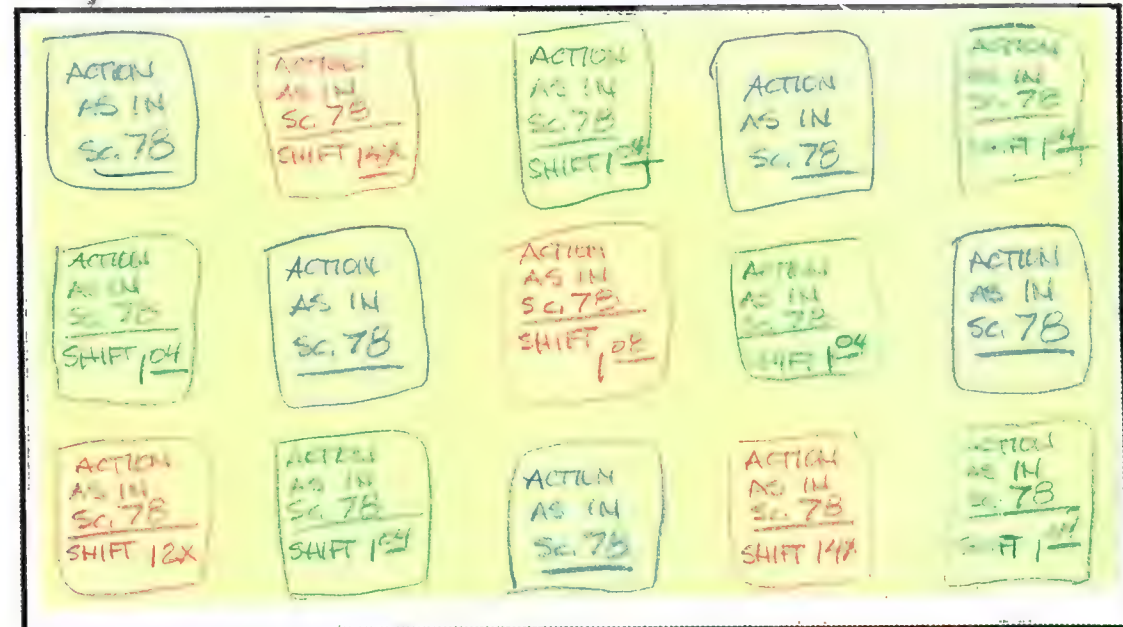


Sc. **78**^A

Pnl. **A**

Bg.

day night



Dialog:

LADY HORSE: NEIGH NEIGH
NEIGH - NEIGH
NEIGH NEIGH

MANY HORSES: NEIGH NEIGH
NEIGH - NEIGH
NEIGH NEIGH NEIGH
- NEIGH NEIGH

Action:

- LADY HORSE HITS KEYBOARD W/ HOOVES.

MAR 03 2016

Timing:

EPISODE # 1042-247

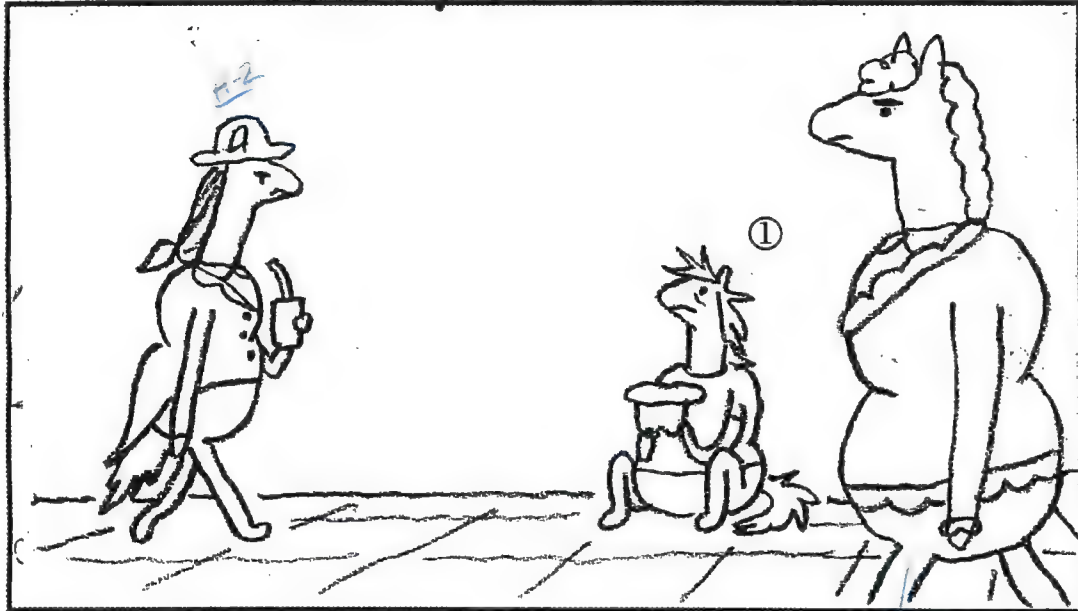
Production:

1042 247

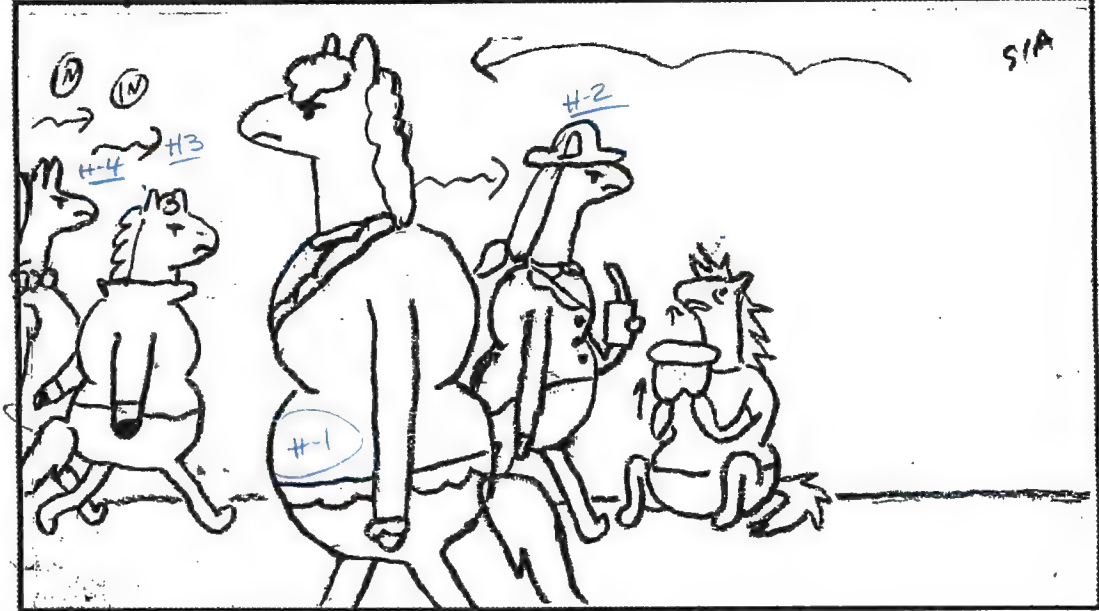
ADVENTURE TIME



Sc. **79** Pnl. **A** Bg. day night



Sc. **79 CONT** Pnl. **B** Bg. day night



Dialog:

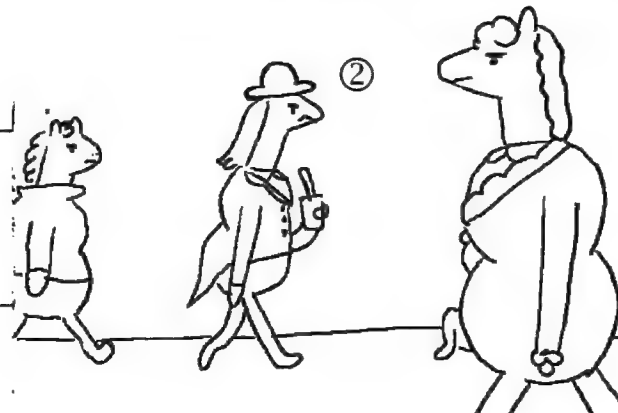
BUM HORSE: NEIGH? (WEAK VOICE) ("SPARE SOME CHANGE?")

Action:

- CITY SIDEWALK

MAR 03 2016

Timing:



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Production:

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ADVENTURE TIME



Page **134**

Sc. **79 cont** Pnl. **C**

Bg.

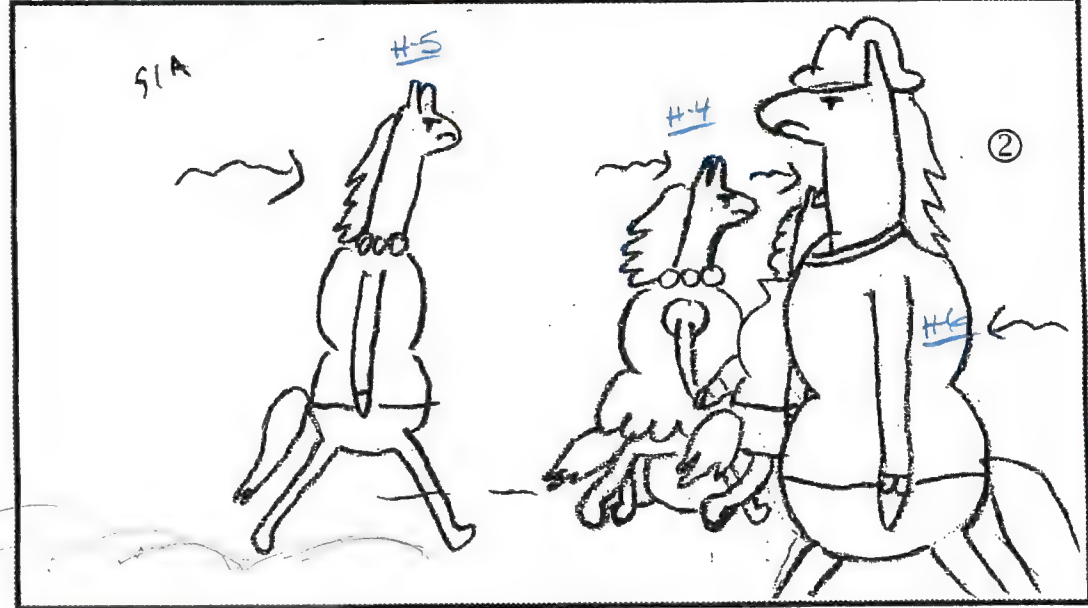
day night



Sc. **79 cont** Pnl. **D**

Bg.

day night



Dialog:

SFX: BONK

Action:

PEDestrian HORSE
TOSSES CUP AT
OTHER HORSE

Timing:



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Production:

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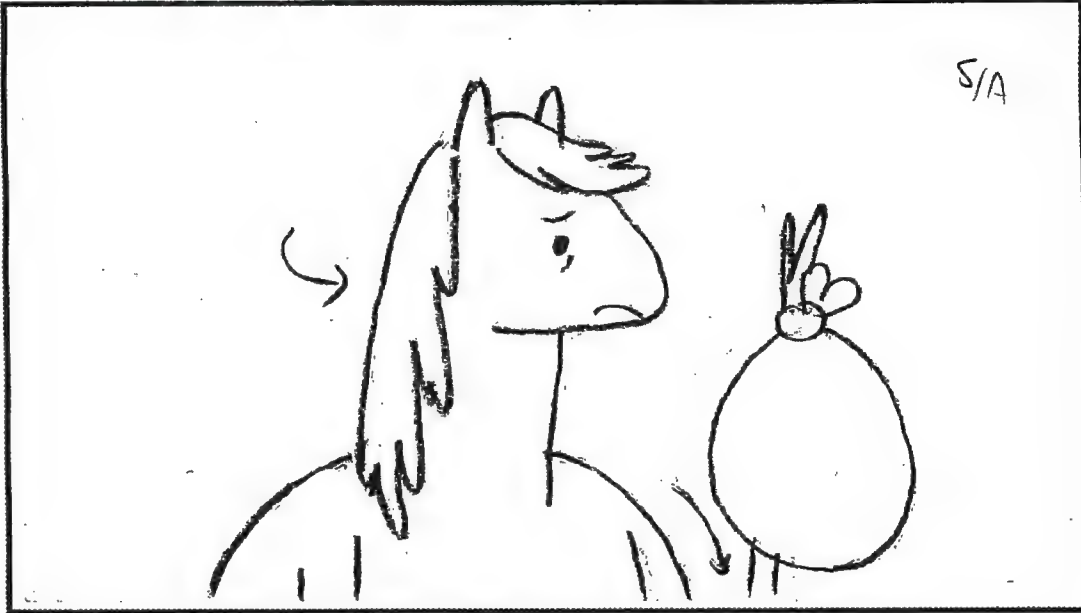
ADVENTURE TIME



Sc. 80 Pnl. A Bg. day night



Sc. 80 cont Pnl. B Bg. day night



Dialog:	(JO) = (SLGH)
Action:	- JB LOOKS AT BUNDLE. MAR 03 2016
Timing:	

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Production:

1042 247

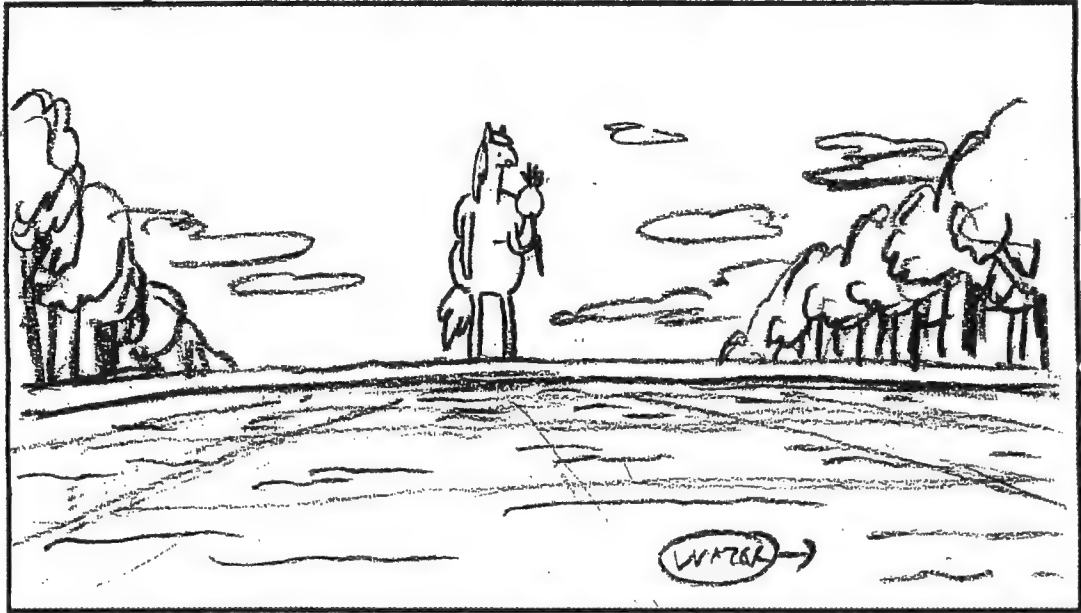
1042 247

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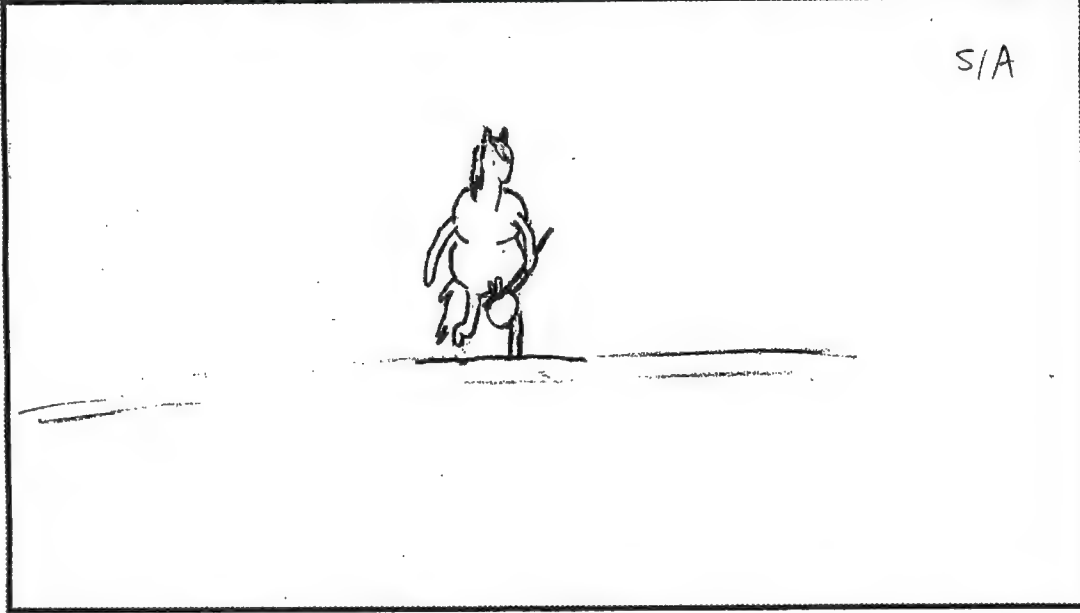
ADVENTURE TIME



Sc. 81 Pnl. A Bg. day night



Sc. 81 cont Pnl. B Bg. day night

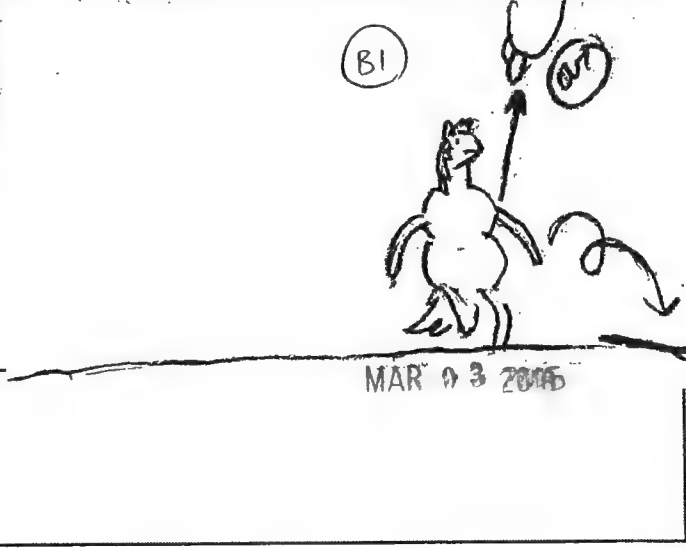


Dialog:

Action:

Timing:

-JB KICKS
BUNDLE OFF/S.



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Production:

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ADVENTURE TIME

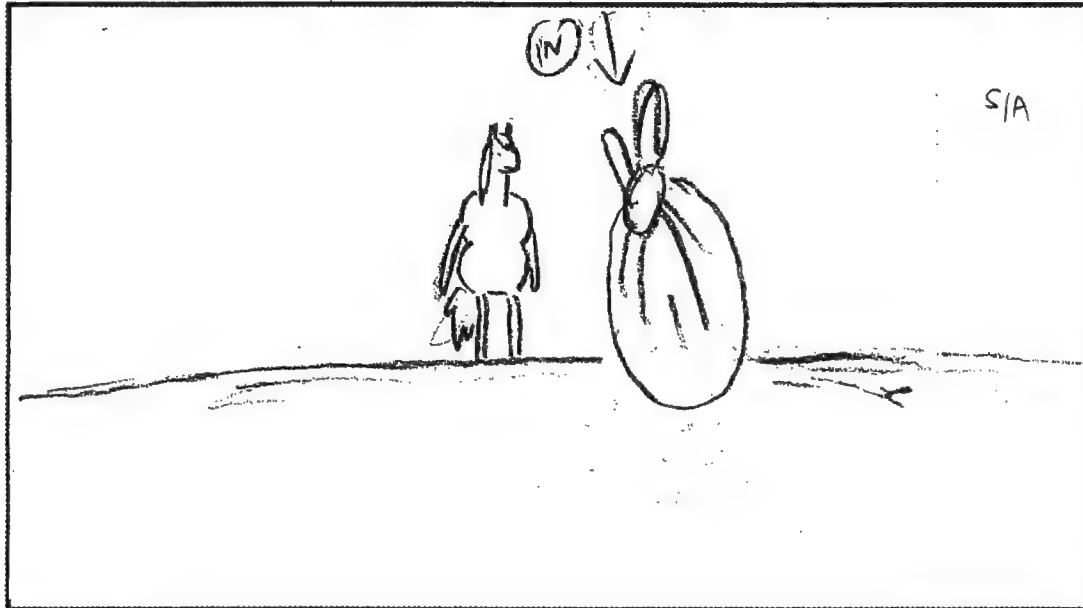


Page 137

Sc. 8/cant Pnl. C

Bg.

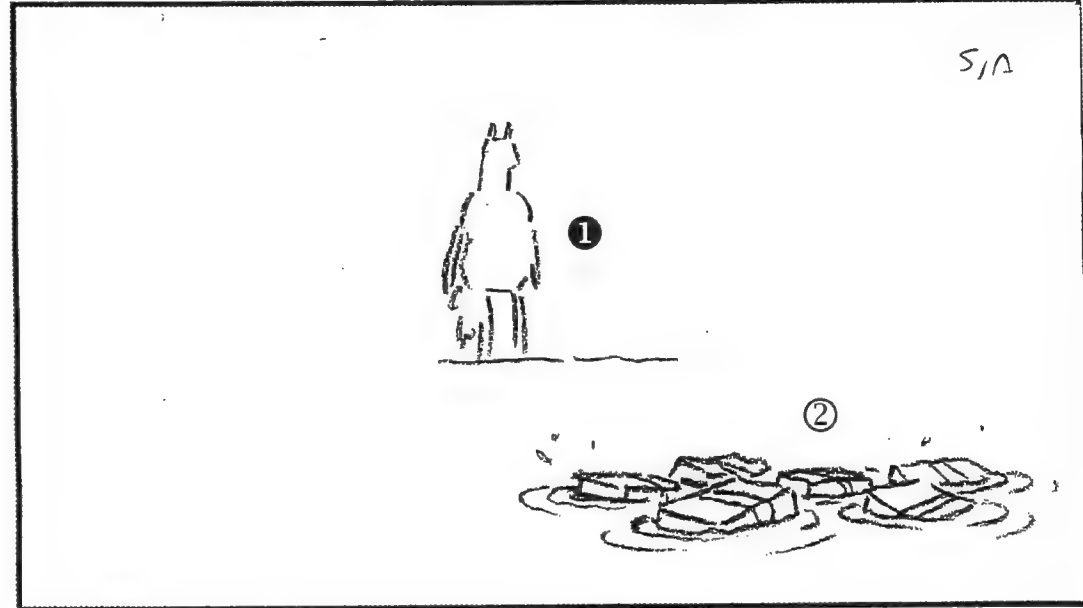
day night



Sc. 8/cant Pnl. D

Bg.

day night



EPISODE # 1042-247

1042 247

Dialog:

SFX: * SPSH *

Action:

- BUNDLE FALLS
ON/5 IN FOREGROUND

Timing:



- WADG UP CASH
FLOAT UP
- PLONT OFF/5

- JB TRACKS CASH.



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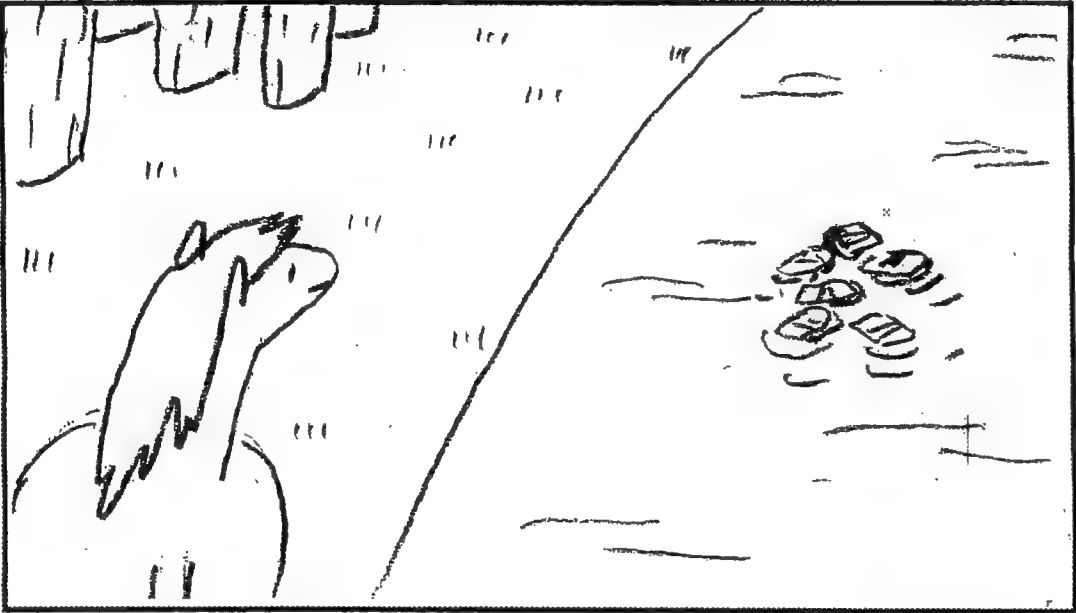
1042 247

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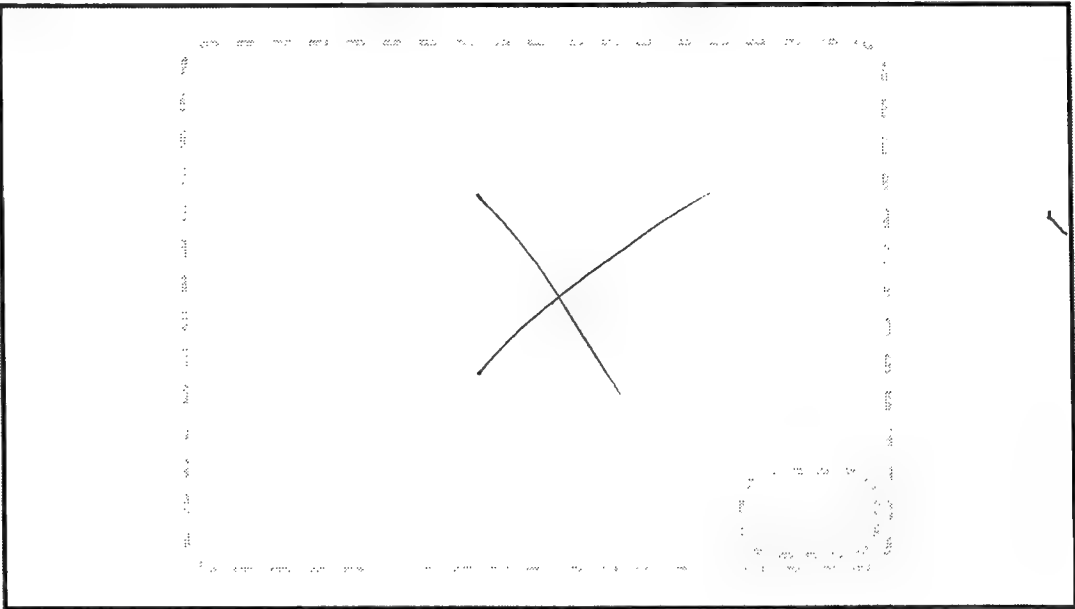
ADVENTURE TIME



Sc. 82 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

- CASH FLOATS FARTHER AWAY.

Timing:

AI

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EPISODE # 1042-247

Production:

1042 247

ADVENTURE TIME



Sc.

Pnl.

Bg.

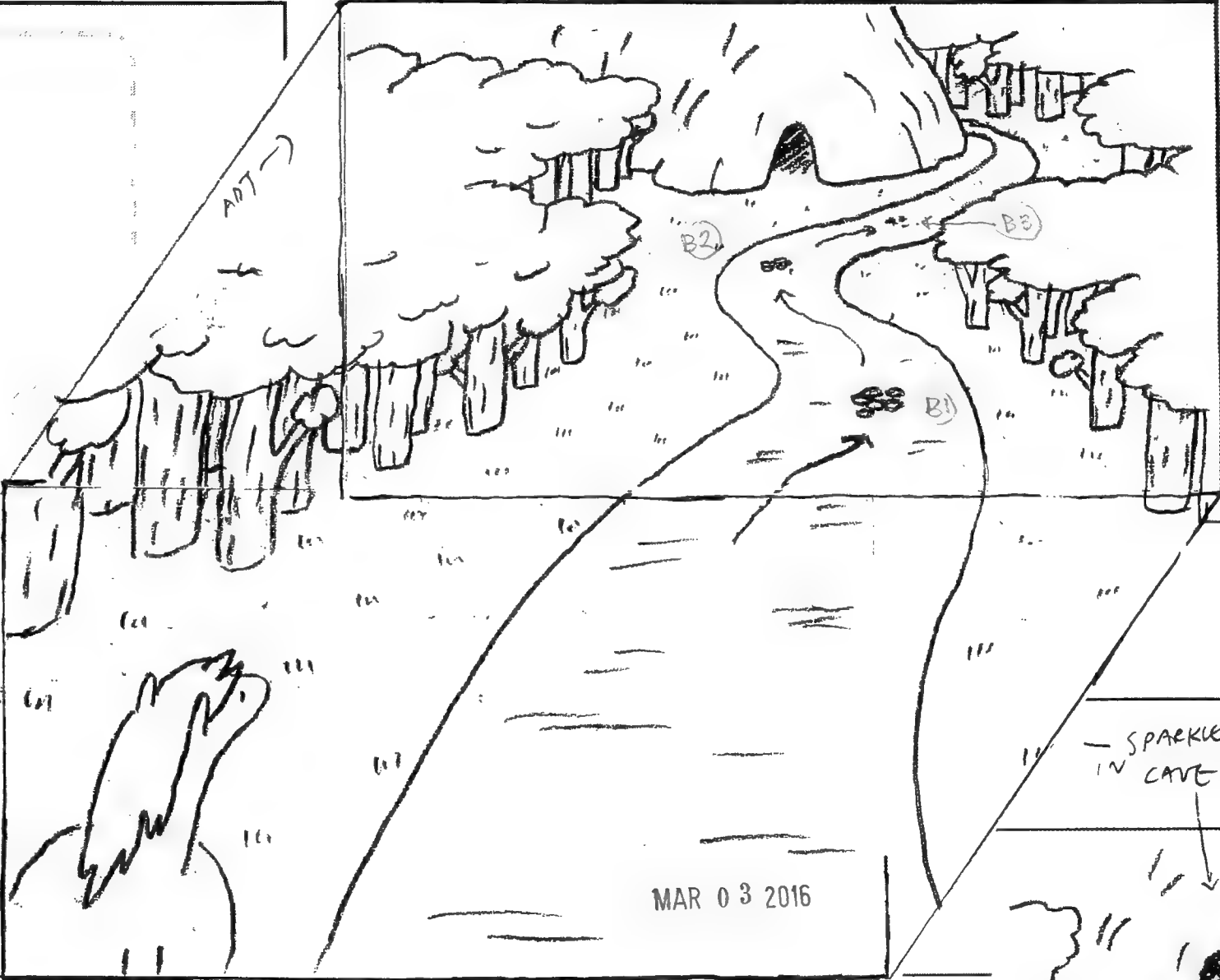
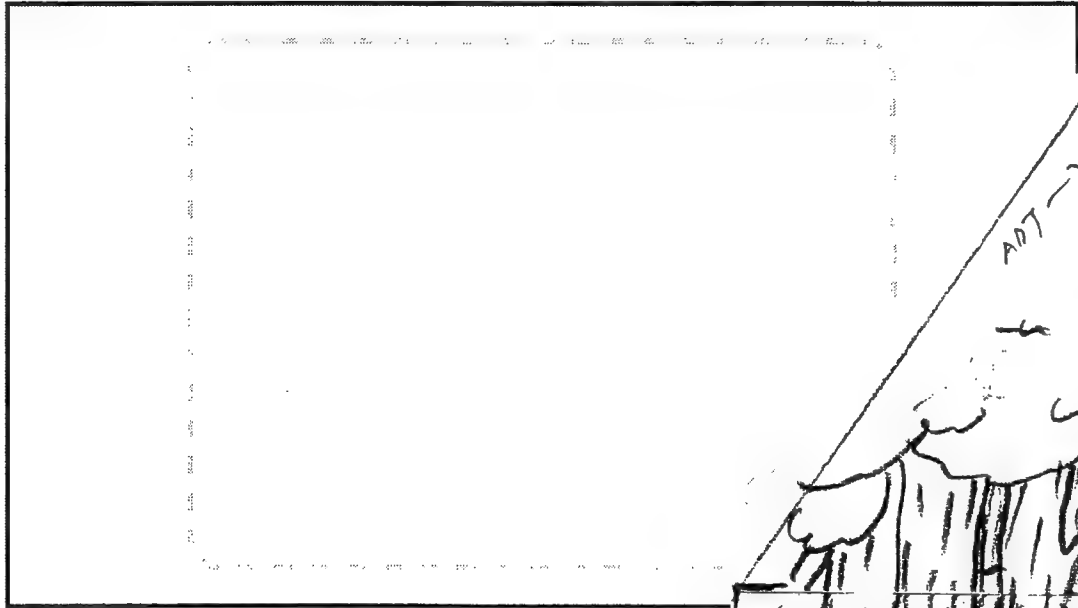
day night

Sc.

B2 cont Pnl. B

Bg.

day night



Dialog:

Action:
- CASH FLOATS
UPSTREAM TOWARD CAVE
- ADJ W/ CASH

Timing:

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1042 247

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ADVENTURE TIME



Sc. 83

Pnl. A

Bg.

day night

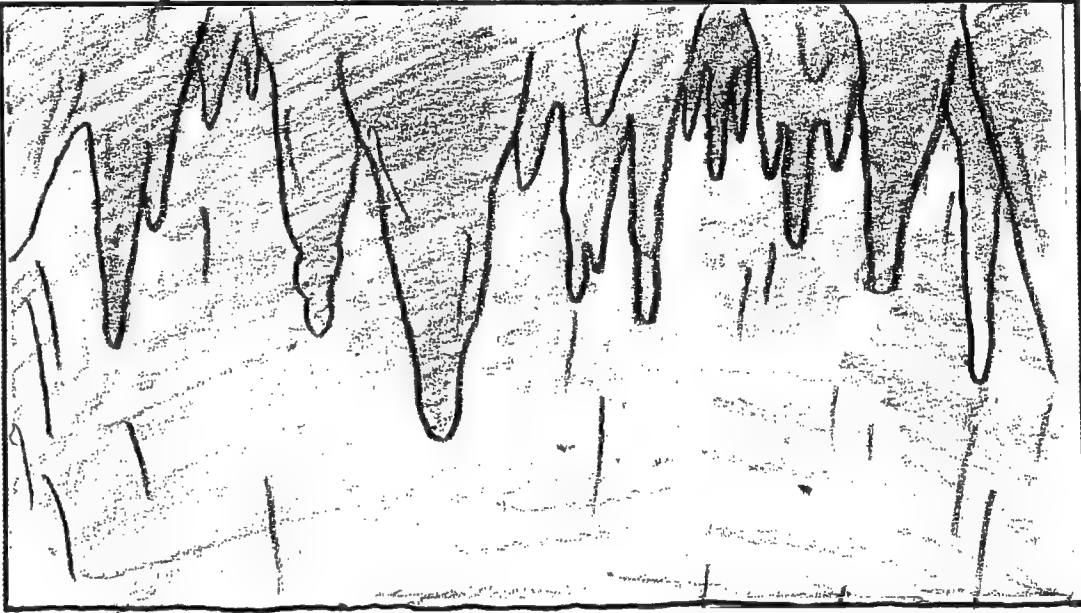


Sc. 84

Pnl. A

Bg.

day night



Dialog:

Action:

-JB TILTS HEAD.

Timing:



S.P.
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EPISODE # 1042-241

Production:

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1042 247

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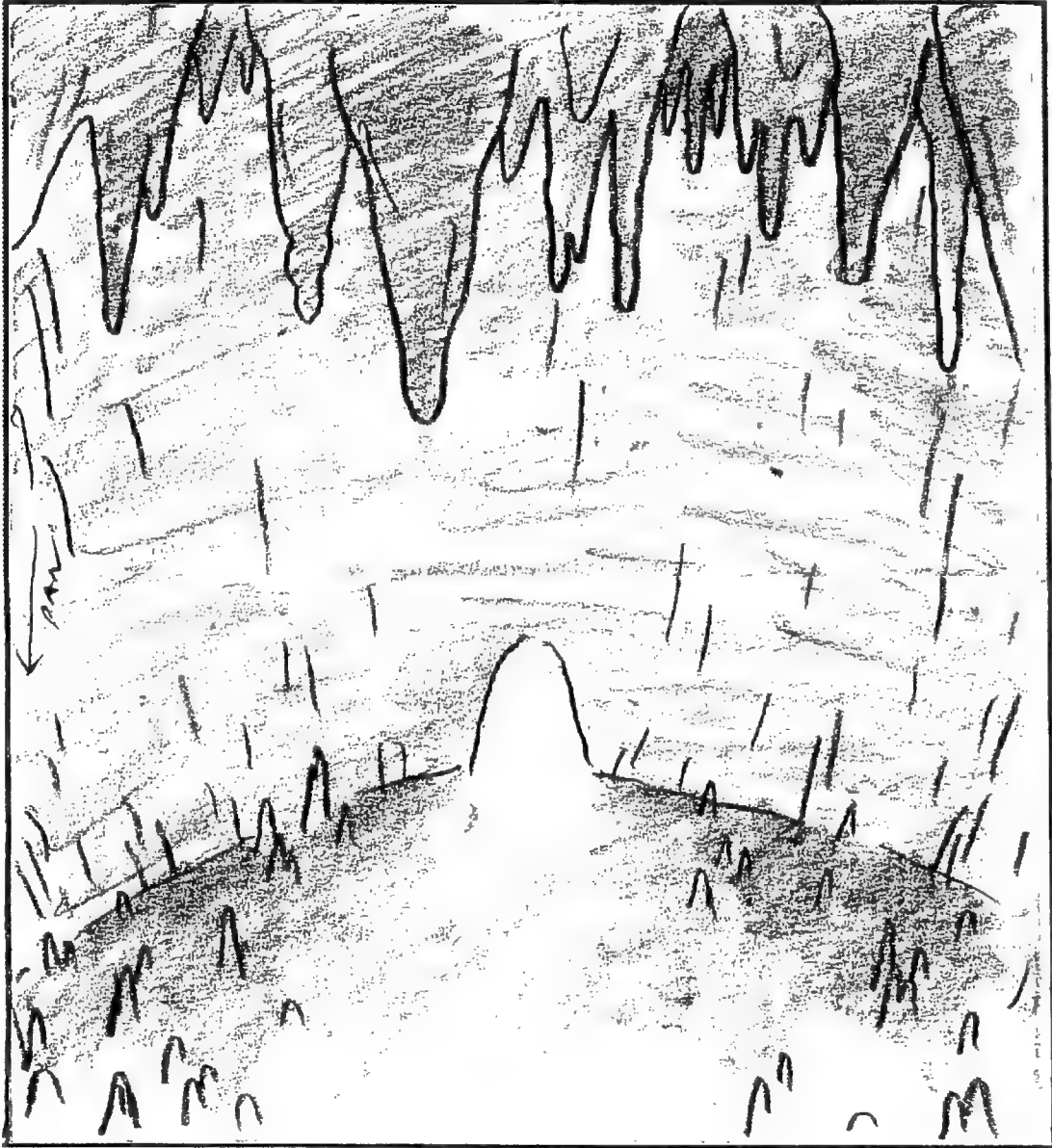
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ADVENTURE TIME

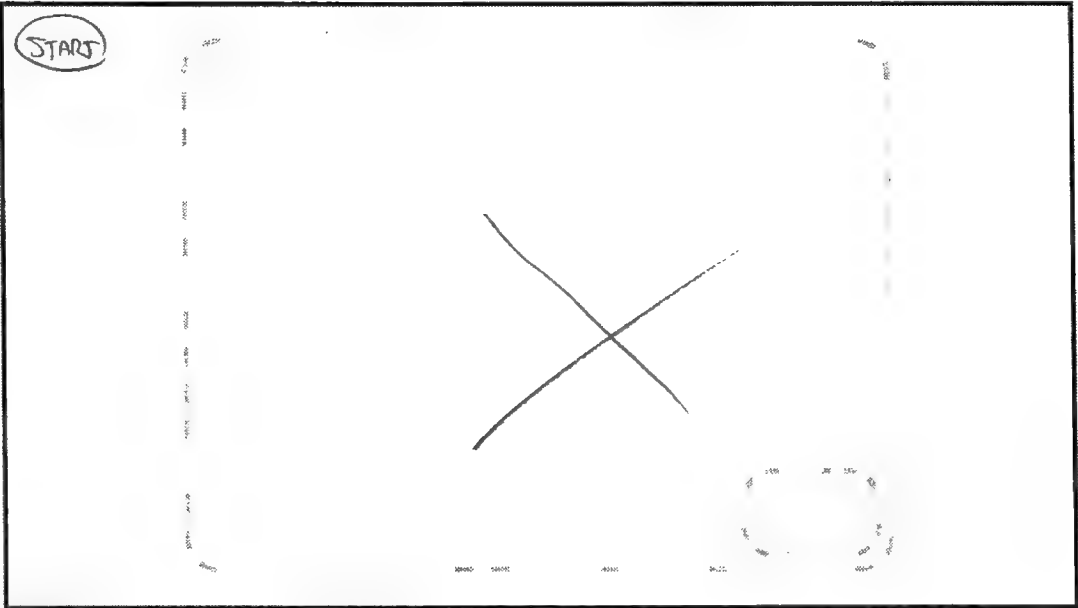


Sc. 84 cont Pnl. B

Bg. day night



Sc. Pnl. Bg. day night



PAN
↓

- PAN DOWN FROM CAVE CEILING
TO ENTRANCE.

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STOP

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Production:

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ADVENTURE TIME



Page 142

Sc. 84 cont Pnl. 2

Bg.

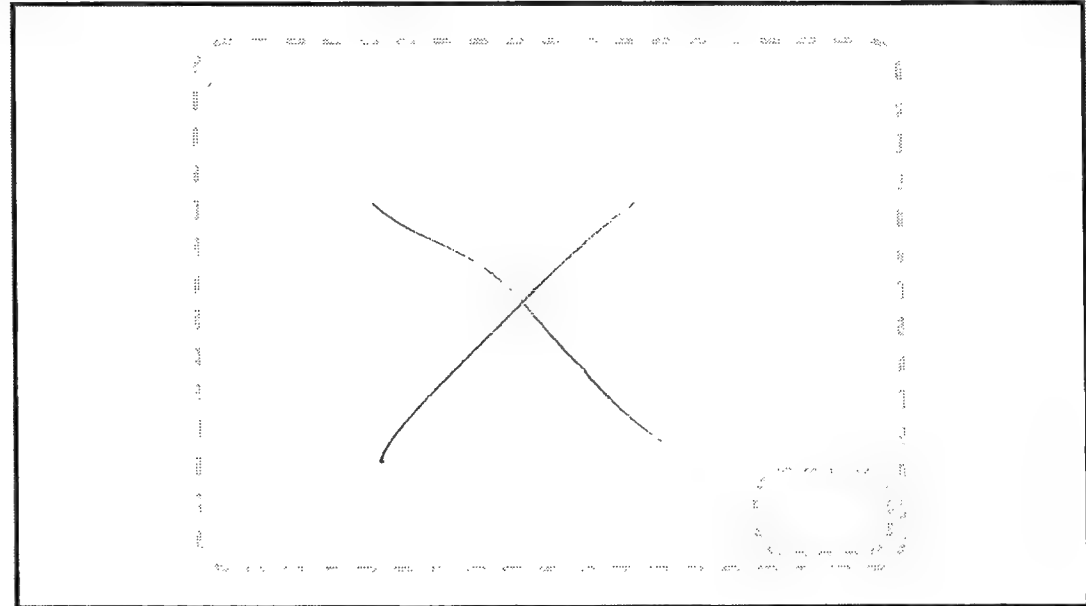
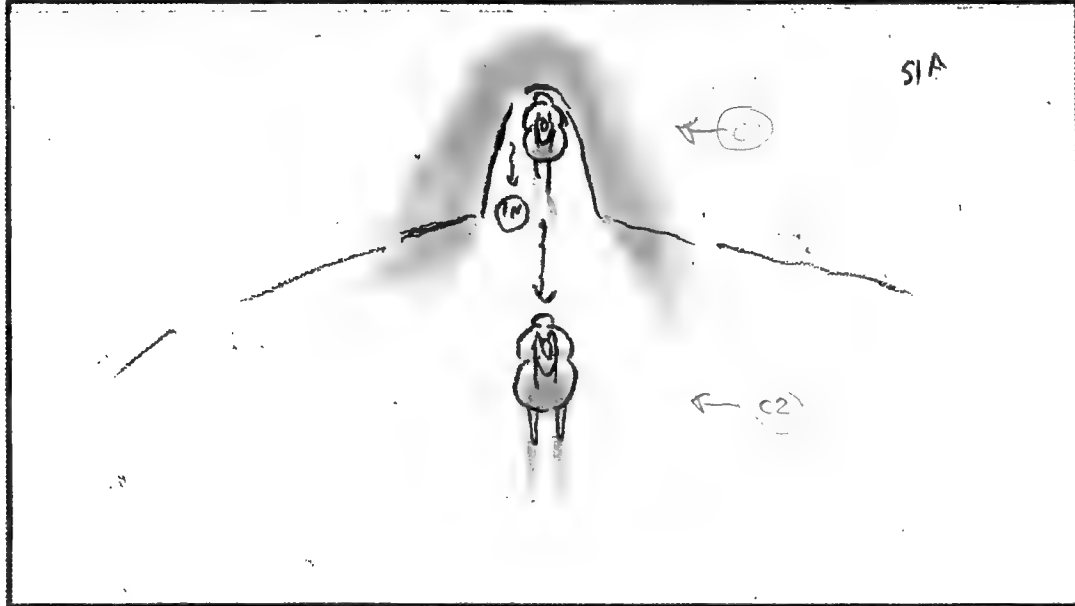
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— JOB TROTS INTO CAVE.

Timing:

MAR 03 2016

Production:

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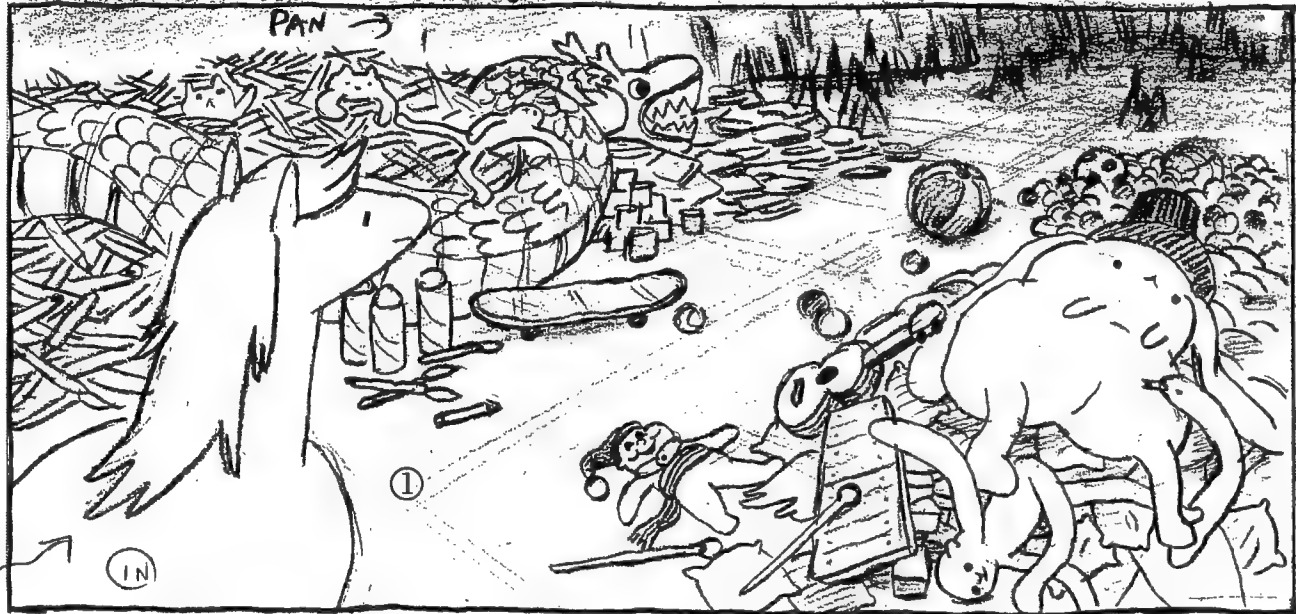
1042 247

1042 247

ADVENTURE TIME



Sc. 85 Pnl. A Bg. day night



Dialog:	START	PAN →	STOP
Action:	- JB WALKS ON/ S. - PAN RIGHT - PILES OF TOYS, COSTUMES, INSTRUMENTS, SPORTS EQUIPMENT.		
Timing:	MAR 03 2016		

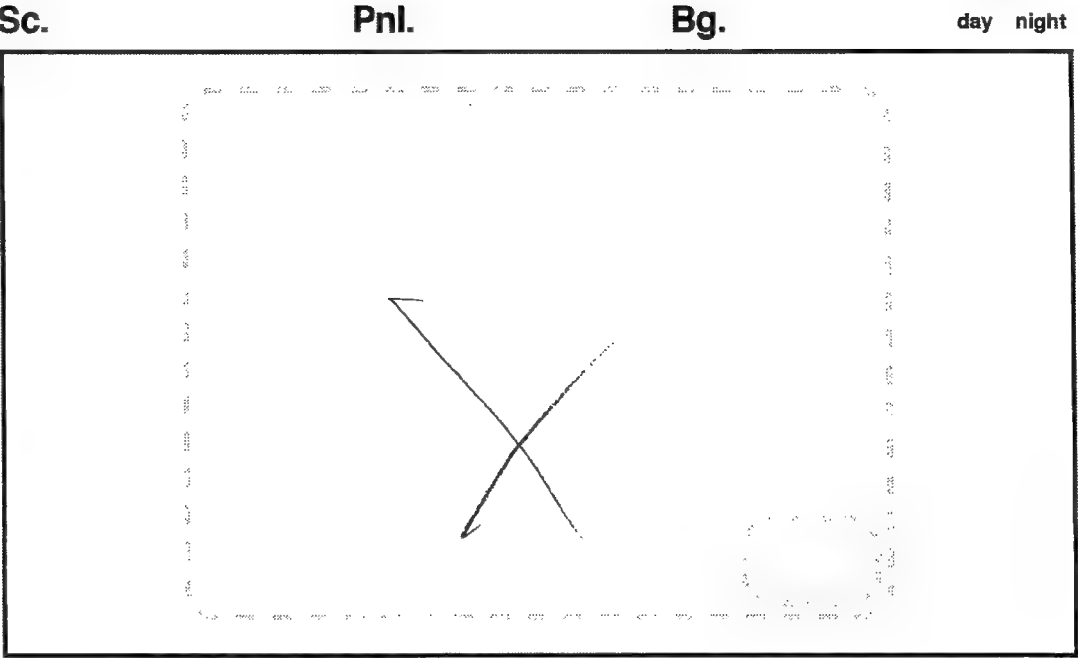
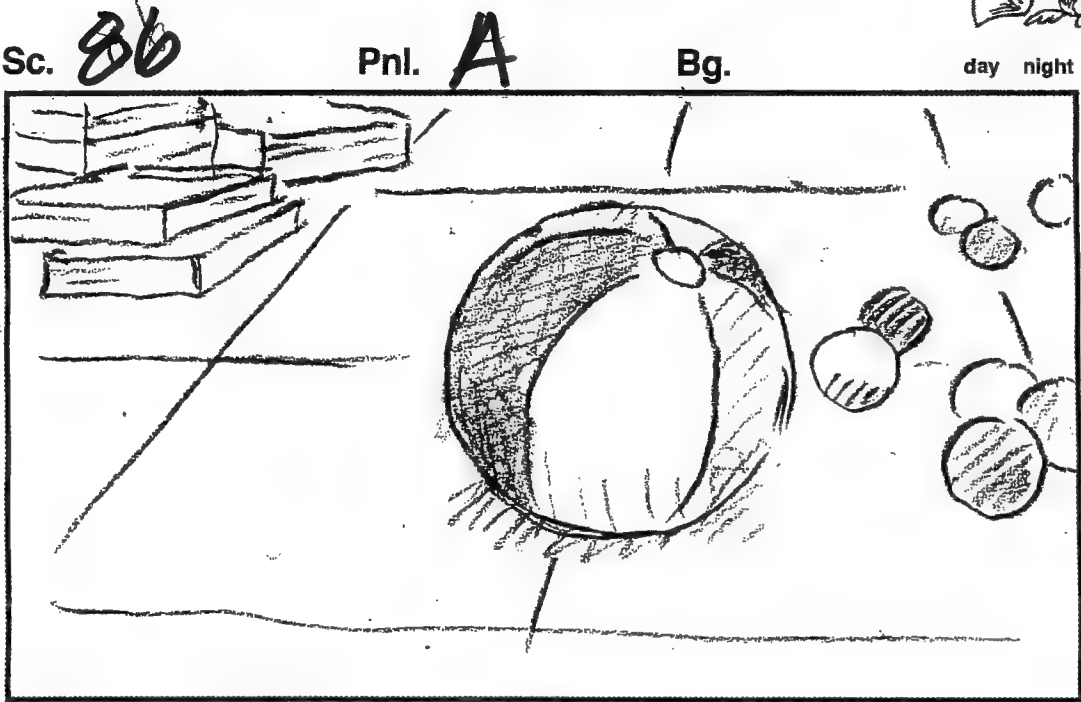
1042-247
EPISODE #

Production:

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ADVENTURE TIME



Dialog:
Action: - C.U. OF BEACH BALL.
Timing:

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Production:

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ADVENTURE TIME



Page 145

Sc. 87

Pnl. A

Bg.

day night

Sc. 87 cont Pnl. B

Bg.

day night



Dialog:

Action:

- JB SMILES.

Timing:



OFF/S (CRYING SOUNDS)

(FB)

(JB)

H-Y-HUH?

- JB HEARS OFF/S SOUND AND LOOKS UP.

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Production:

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ADVENTURE TIME

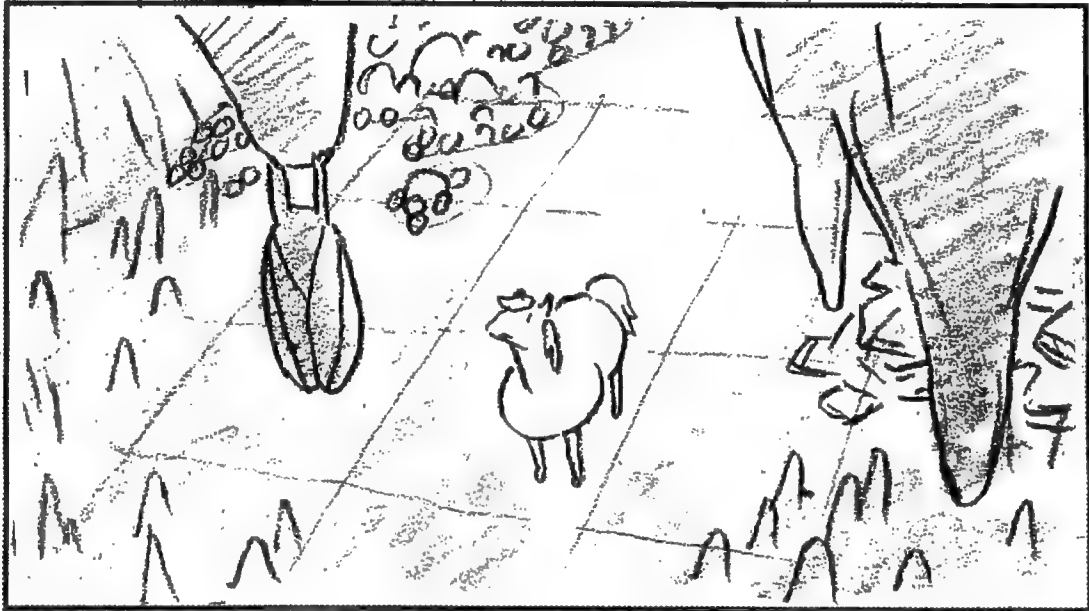


Sc. 88

Pnl. A

Bg.

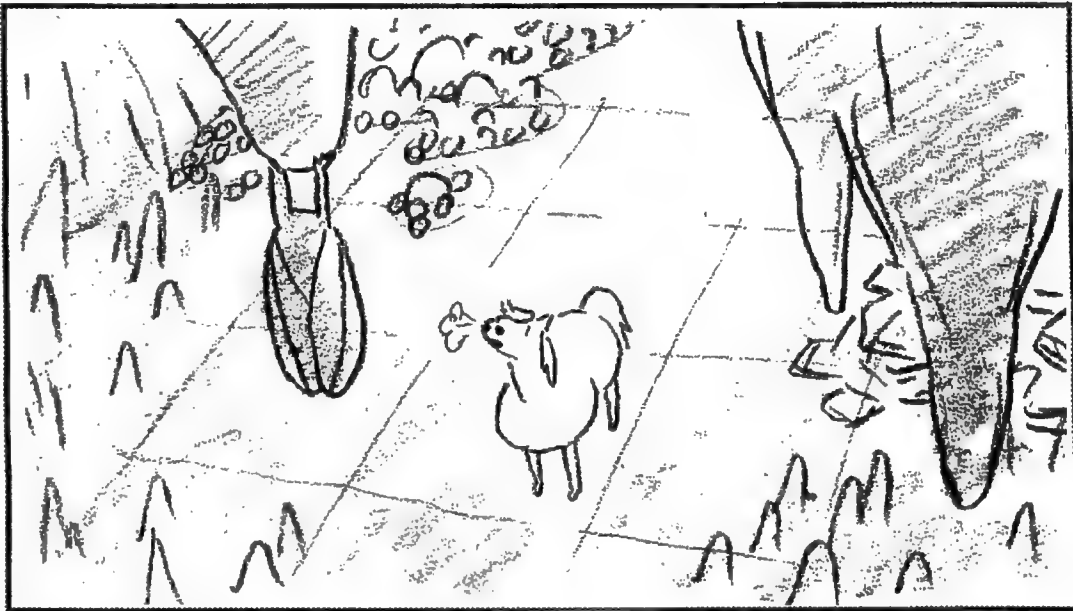
day night



Sc. 88 cont Pnl. B

Bg.

day night



Dialog:

Ⓟ: (CRYING)

JB: [SNORT]

Action:

- BAT W/ FOLDED WINGS HANGS FROM STALACTITE.

- JB TLOTS ON/S.

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Timing:

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Production:

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc. 89	Pnl. A	Bg.	day	night

Dialog:
Action:
Timing:

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ADVENTURE TIME



Sc. 89 cont Pnl. B

Bg.

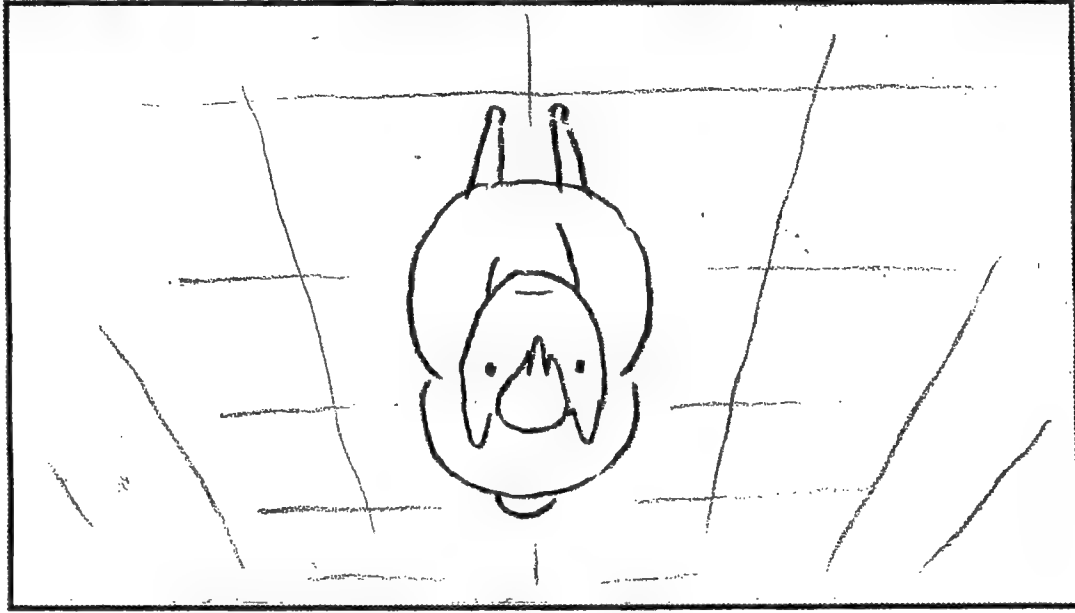
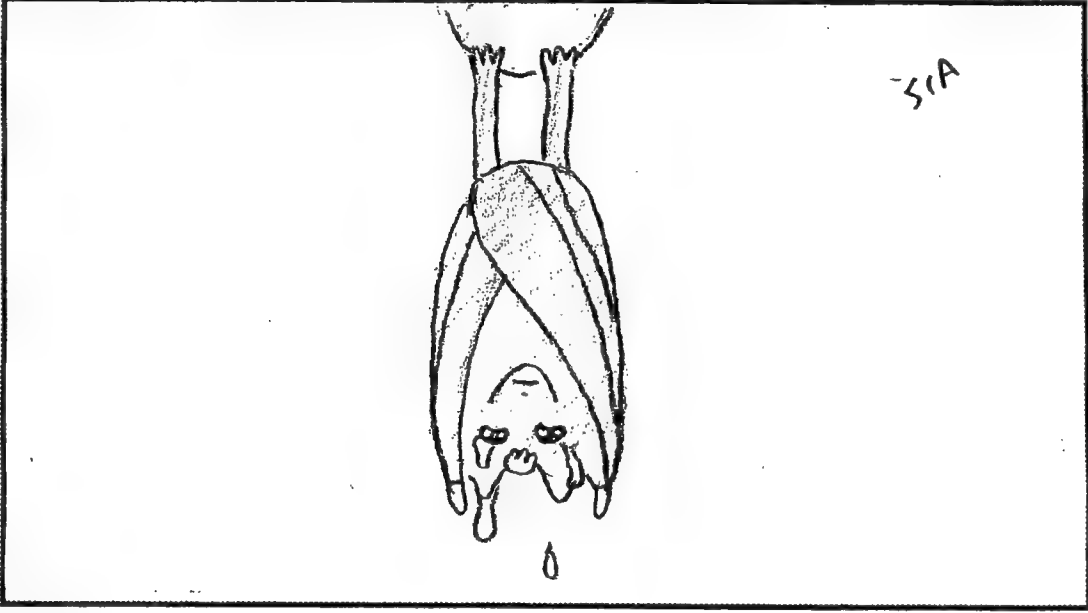
day night

Sc. 90

Pnl. A

Bg.

day night



Dialog:

FRUIT BAT : [SUCKS]

Action:

- BAT OPENS WINGS.

- BAT POV of JAMES BAXTER.

MAR 03 2016

Timing:

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EPISODE #

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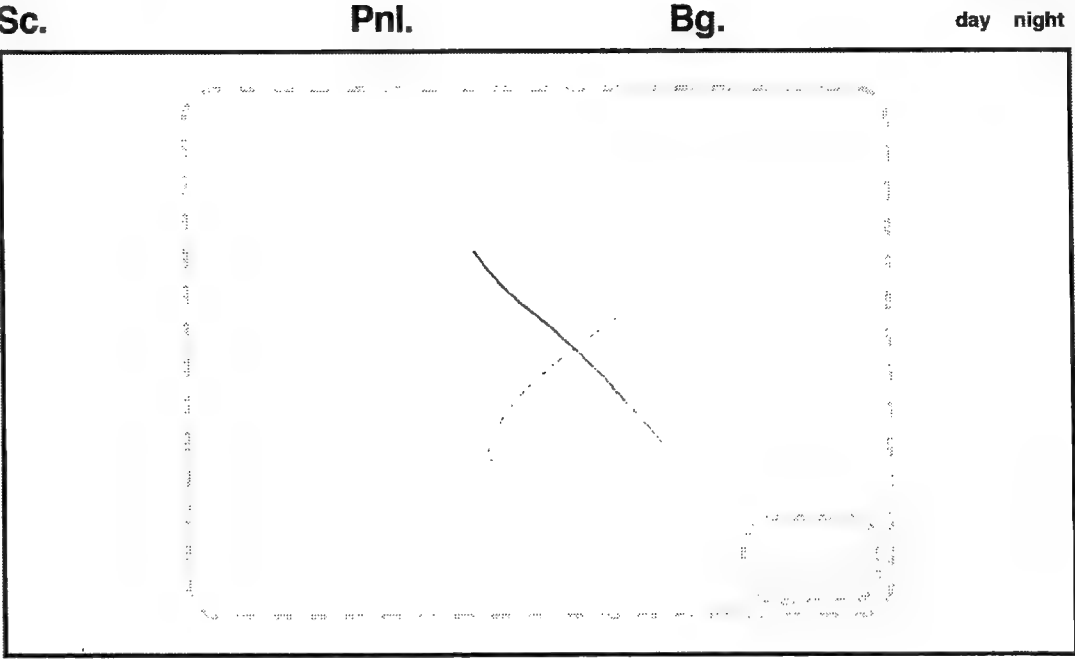
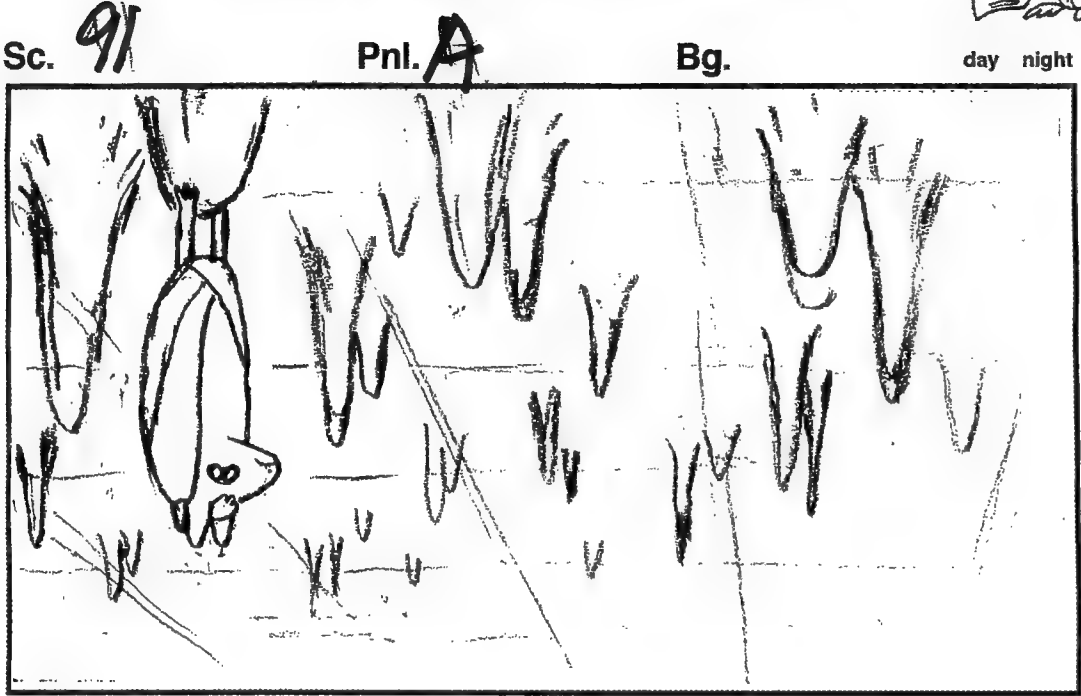
Production:

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ADVENTURE TIME



Dialog:
Action: SP
Timing:

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Production:

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1042 247

ADVENTURE

Sc. 91 CONT Pnl. B

Page 150
150A NEXT

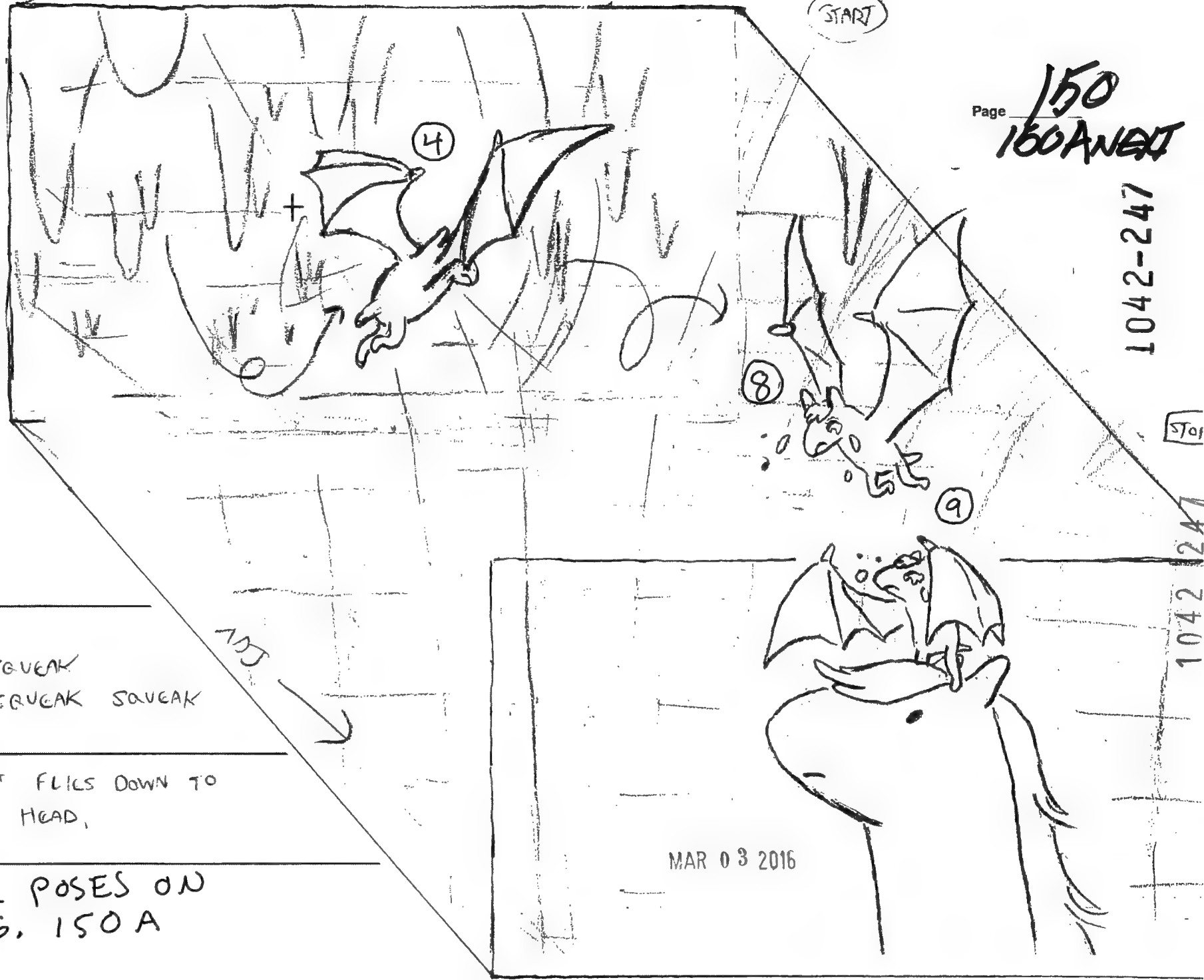
1042-247

STORY

1042 247

1042 247

1042 247



Dialog:

(FB) SQUEAK SQUEAK
SQUEAK SQUEAK SQUEAK

Action:

- F.BAT FLIES DOWN TO
JB'S HEAD,

Timing:

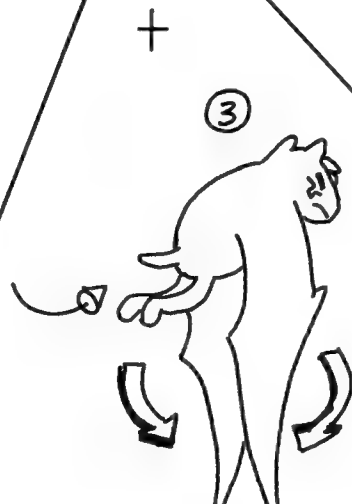
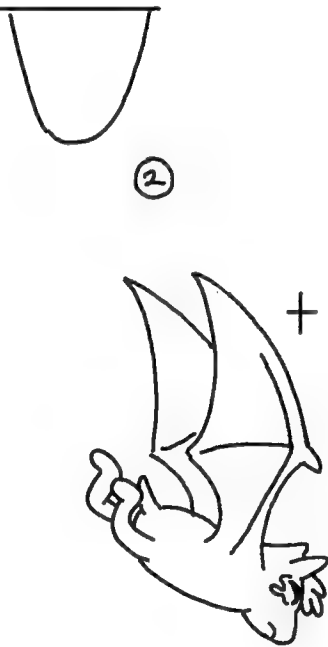
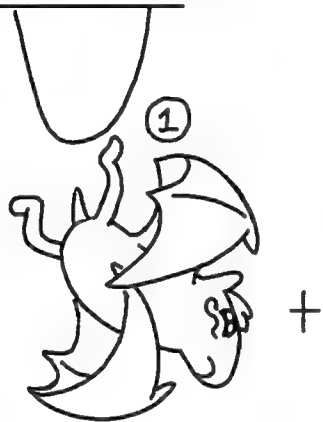
ADDITIONAL POSES ON
NEXT PG. 150A

MAR 03 2016

ADVENTURE

Sc. 91 ADDITIONAL POSES

Page 150A
151 NEXT



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1042 247

ADVENTURE TIME



Page **151**

Sc.

9/cont Pnl. **C**

Ba.

day night

Sc.

9/cont Pnl. **D**

Ba.

day night



Dialog:

(FB) : (cries)

Action:

- FB DRAPES WINGS AROUND JB'S HEAD.

- FB'S TEARS GO INTO JB'S EYES.

Timing:

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ADVENTURE TIME



Page **152**

Sc. **91 cont** Pnl. **E**

Bg.

day night



Sc. **91 cont** Pnl. **F**

Bg.

day night



EPISODE # 1042-247

1042 247

Dialog:

FB: [CRYING]

Action:

- JB SPARKS HEAD. BAT HOLDS ON,

- JB LOOKS LEFT.

Timing:

MAR 03 2016



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ADVENTURE TIME



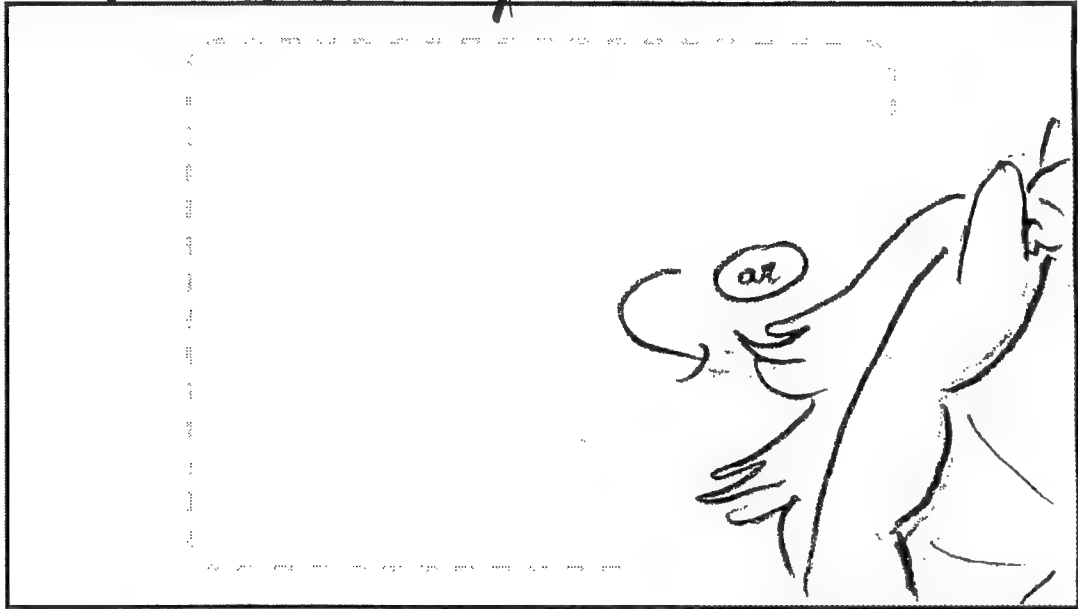
No SC. 92

Page 153

Sc. 91 cont Pnl. 9

Bg.

day night

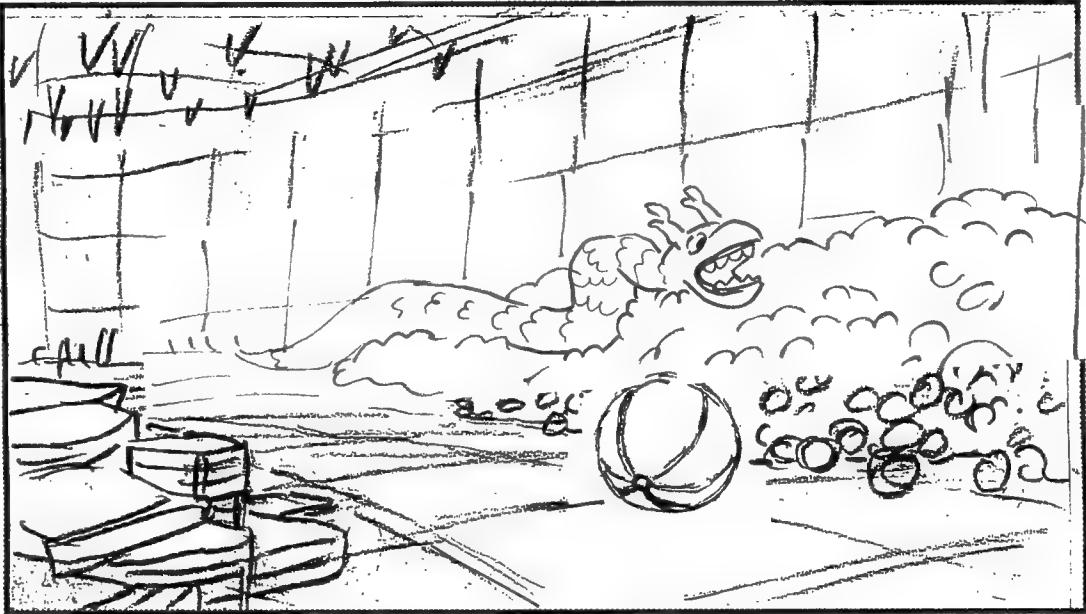


Sc. 93

Pnl. A

Bg.

day night



Dialog:
Action: JB TROTS OFF, S.
Timing: MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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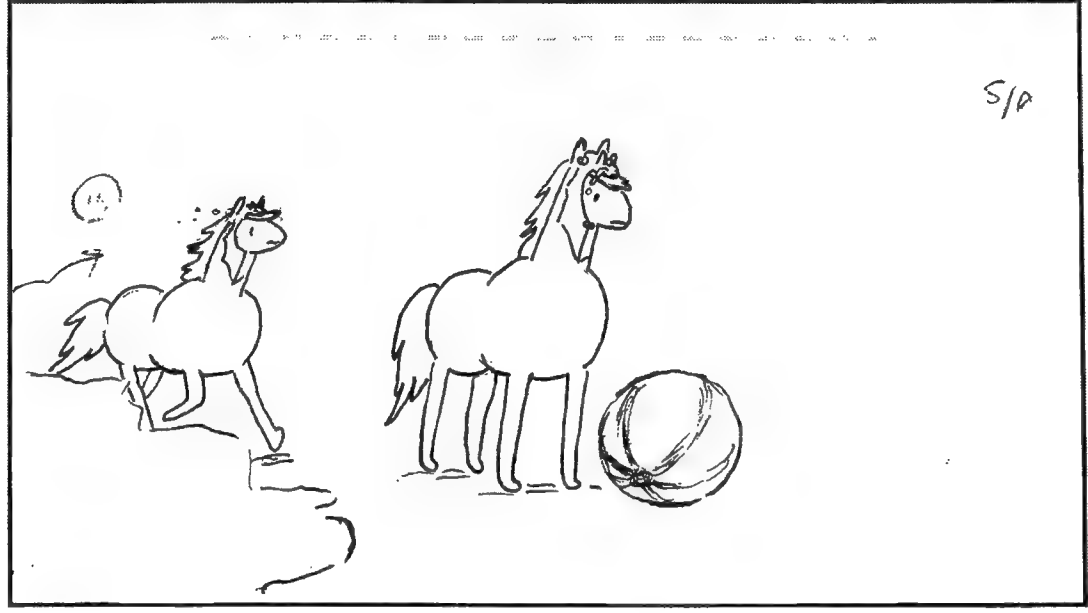
ADVENTURE TIME



Sc. *9B cont* Pnl. *B*

Bg.

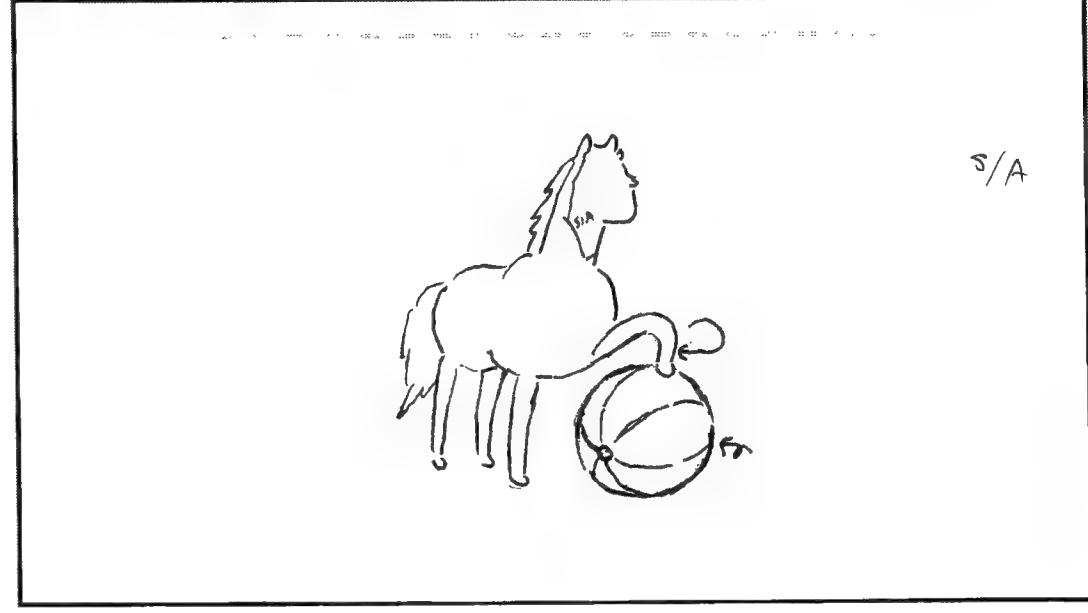
day night



Sc. *9B cont* Pnl. *C*

Bg.

day night



Dialog:	
Action:	- JB TROTS UP TO BEACH BALL.
Timing:	- JB HESITANTLY PLACES HOOVES ON BALL.



MAR 03 2016

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EPISODE # 1042-247

1042 247

1042 247

ADVENTURE TIME



Sc. **9B cont** Pnl. **D**

Bg.

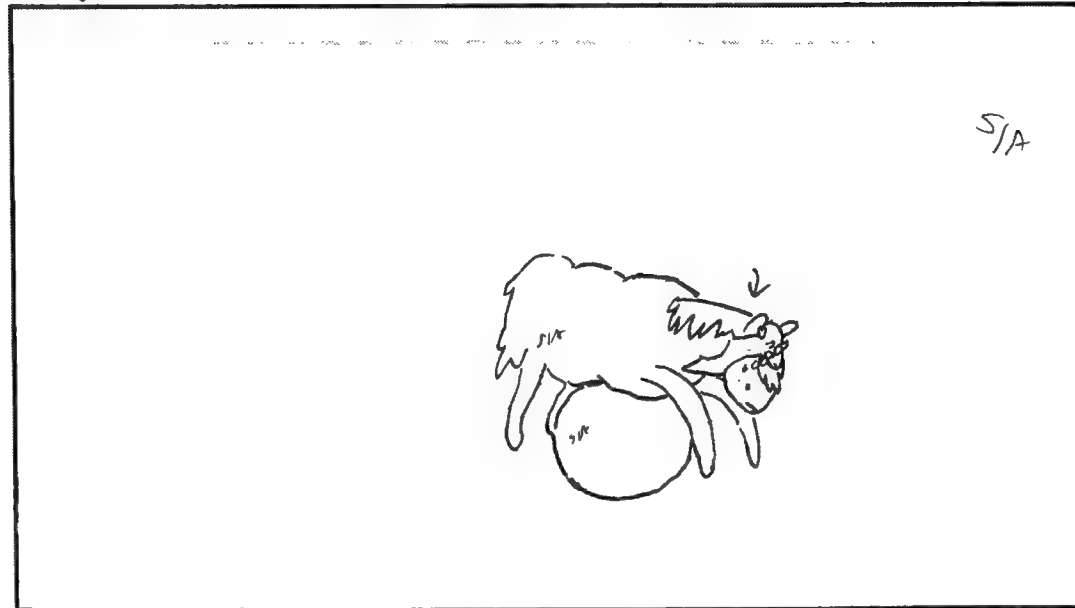
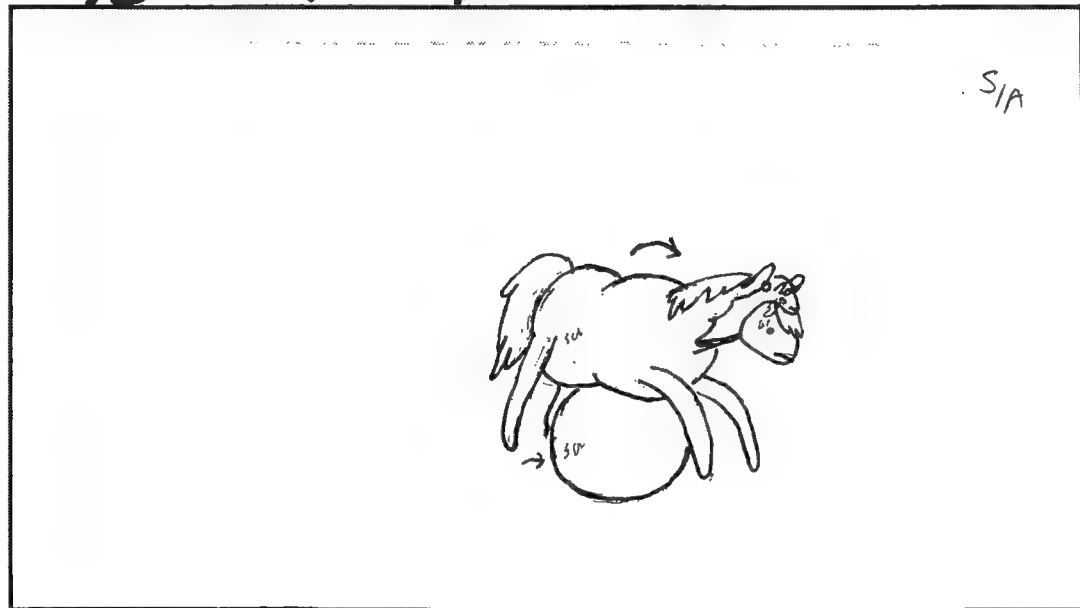
day night

Sc. **9B cont** Pnl. **E**

Bg.

day night

Page **155**



Dialog:	
Action:	- JB ROLLS FORWARD ONTO BALL.
Timing:	MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

1042 247

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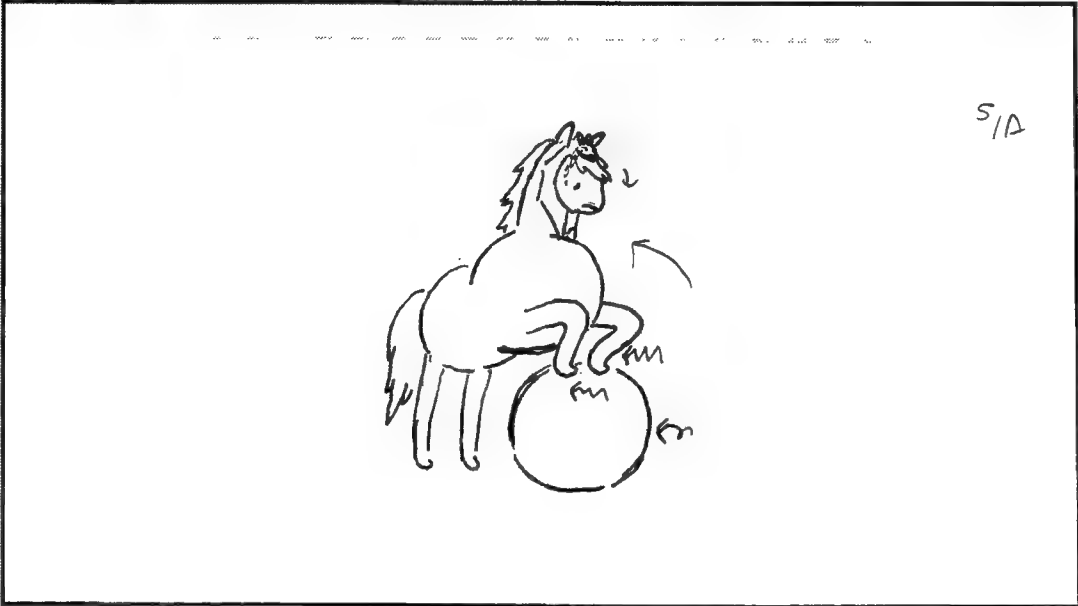
ADVENTURE TIME



Sc. 9B cont Pnl. F

Bg.

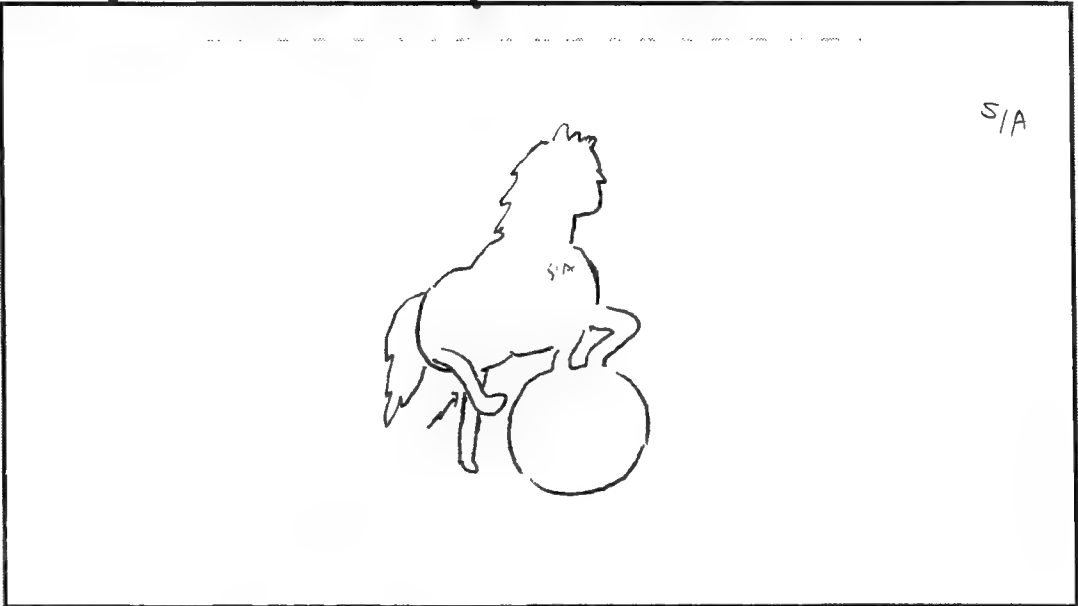
day night



Sc. 9B cont Pnl. G

Bg.

day night



Dialog:

Action:

- JB PULL 5 HOOVES BACK TO RIGHT BALL.

- JB LIFTS BACK LEG.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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ADVENTURE TIME



Sc. *9B cont* Pnl. *H* Bg. day night

Sc. *9B cont* Pnl. *I* Bg. day night

Dialog:	<i>← 2x →</i>
Action:	
Timing:	

MAR 03 2016

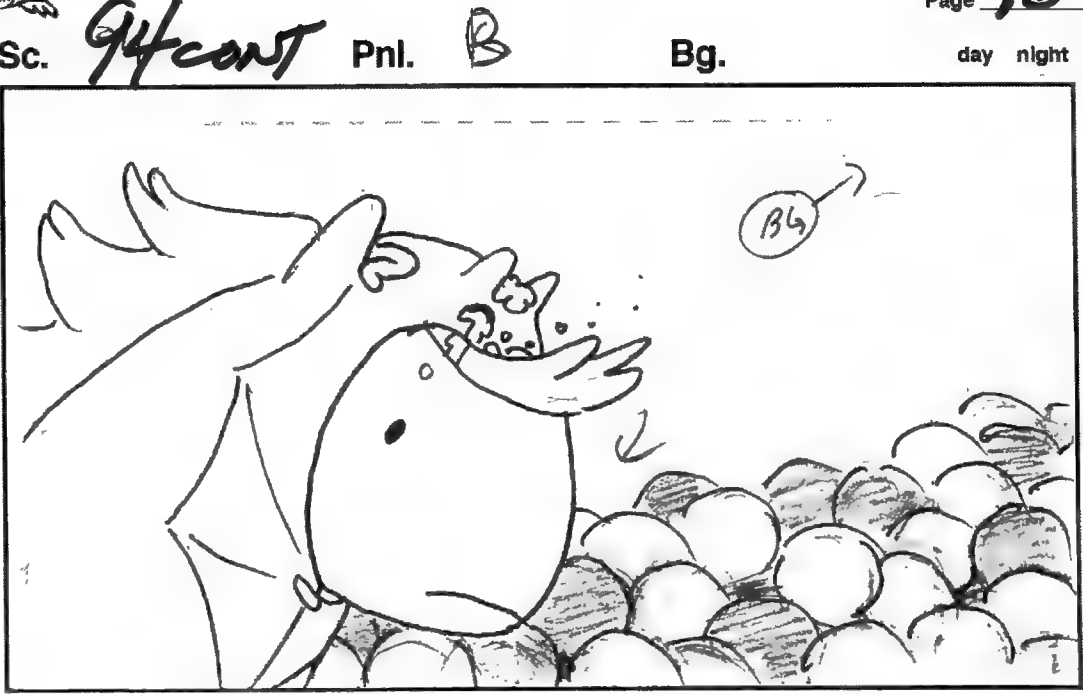
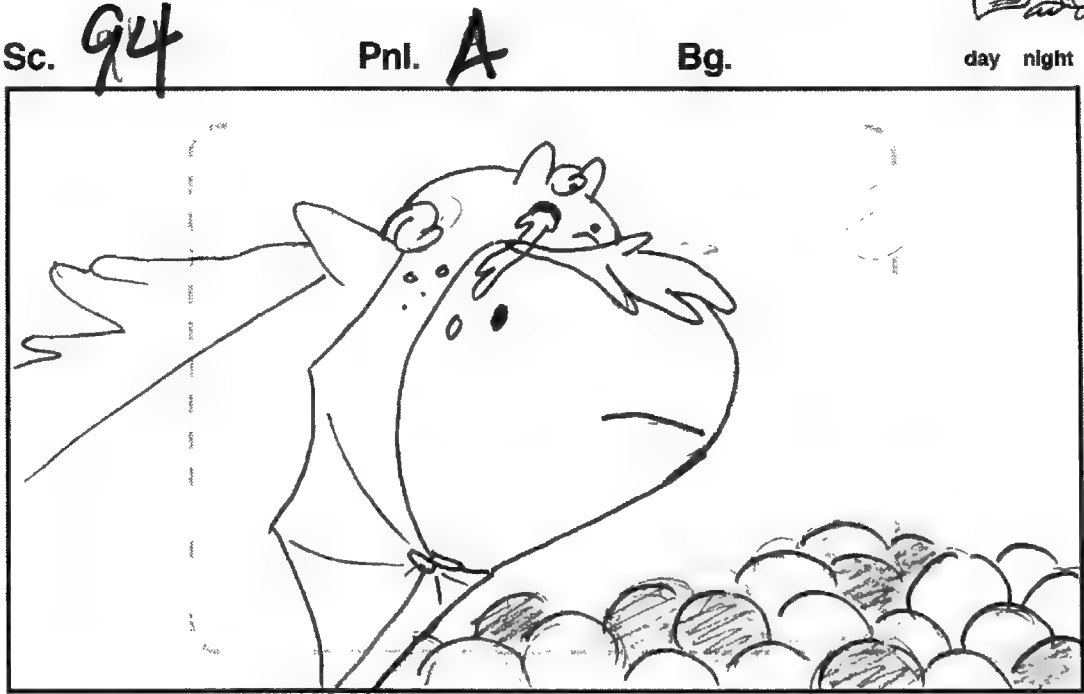
EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Dialog:	SP
Action:	MAR 03 2016
Timing:	

EPISODE # 1042-247

Production:

1042 247

ADVENTURE TIME

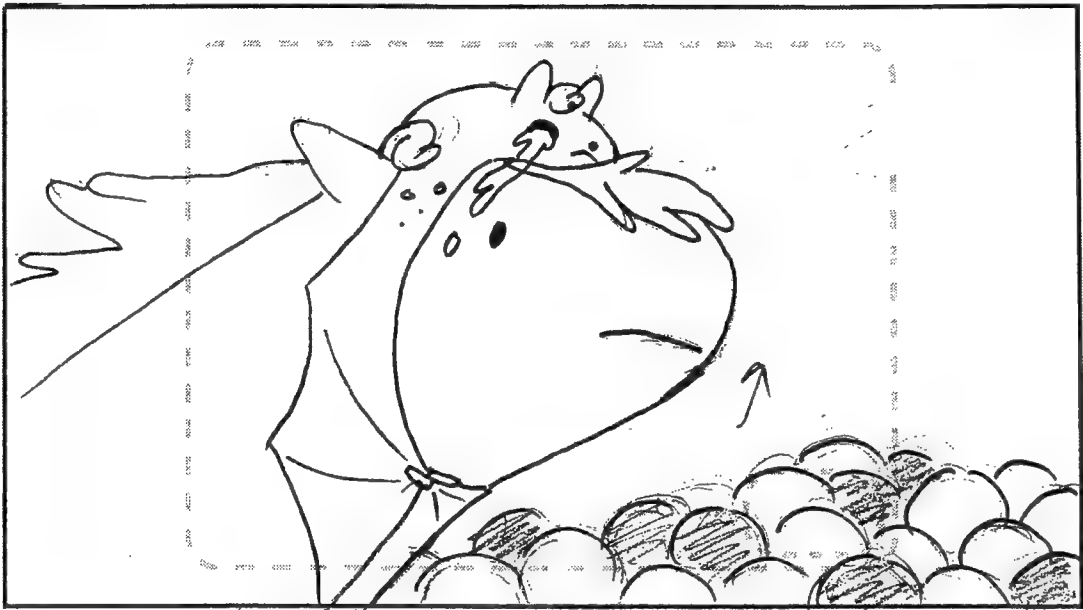


Page 159

Sc. 94 CONT Pnl. C

Bg.

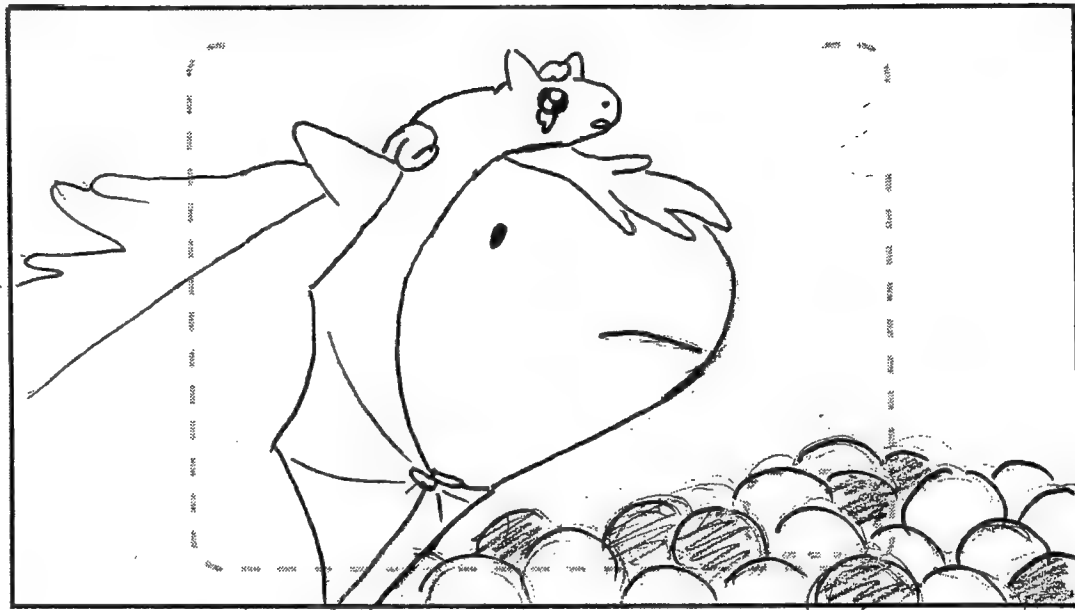
day night



Sc. 94 CONT Pnl. D

Bg.

day night



Dialog:

(FB) SQUEAK SQUEAK?

Action:

-BAT OPENS EYES.

Timing:

MAR 03 2016



Pr

EPISODE # 1042-247

1042 247

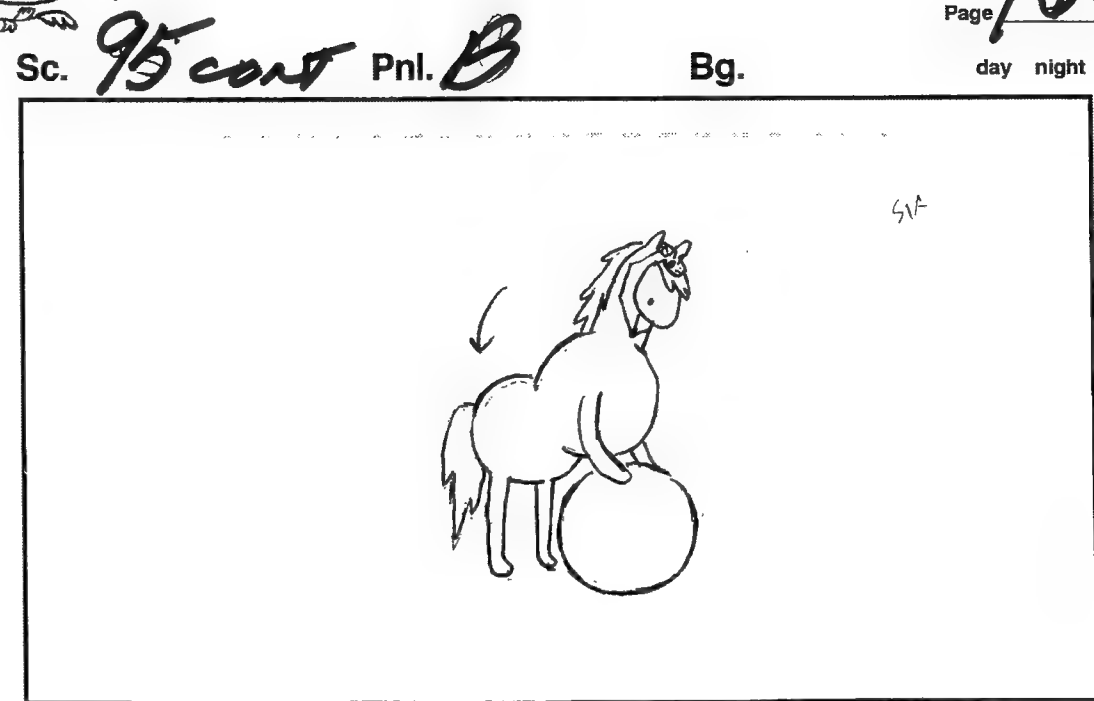
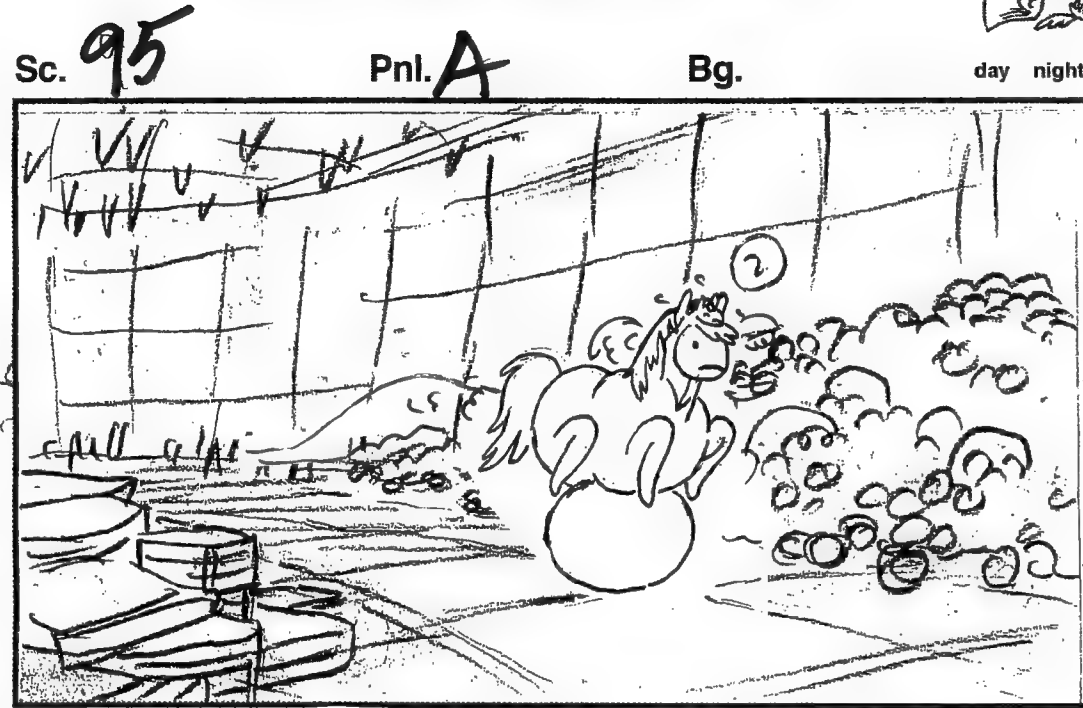
1042 247

1004422 247

ADVENTURE TIME



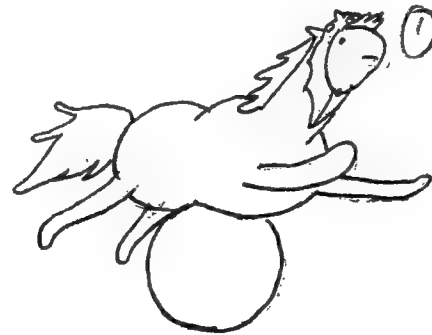
Page **160**
day night



Dialog:

Action:

Timing:



MAR 03 2016

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Production:

1042 247

1042 247

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ADVENTURE TIME



Page **161**

Sc. **95 cont** Pnl. **C**

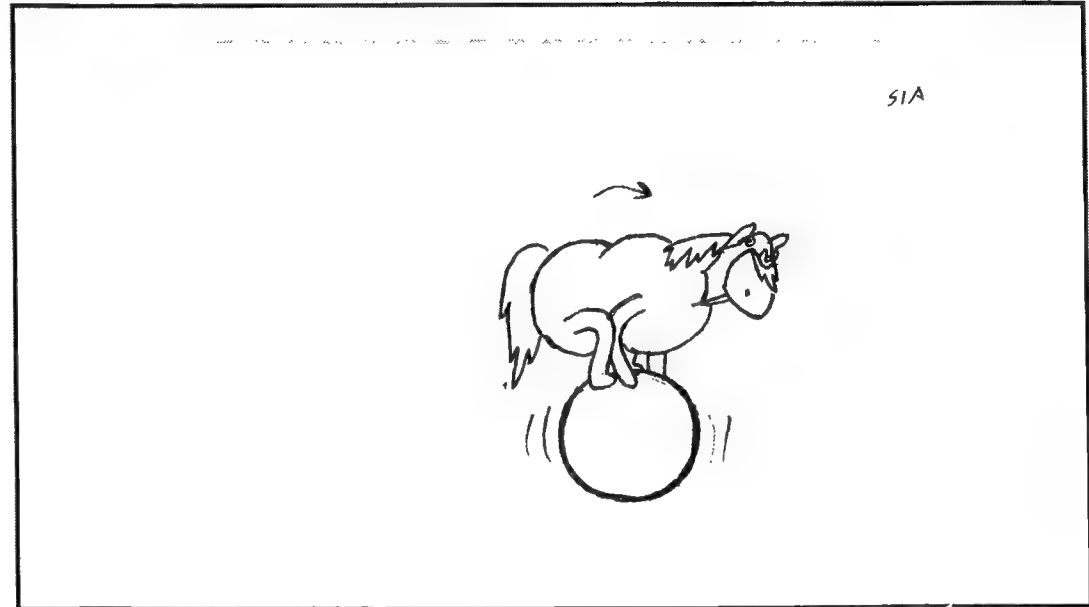
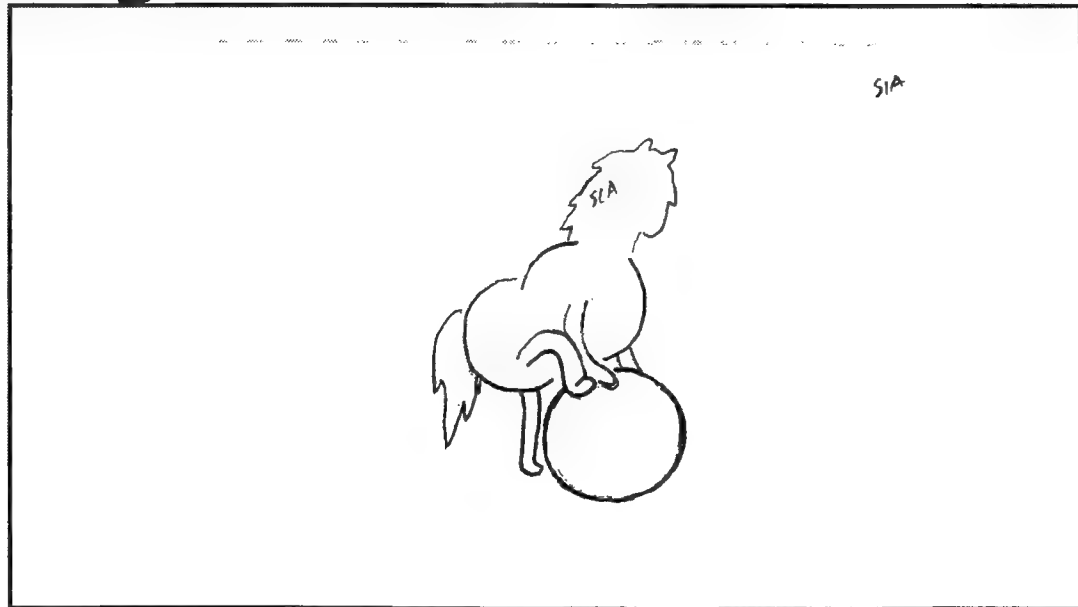
Bg.

day night

Sc. **95 cont** Pnl. **D**

Bg.

day night



Dialog:

Action:

-JB PUTS BACK FOOT ON BALL.

-JB TRIES TO BALANCE ON BALL.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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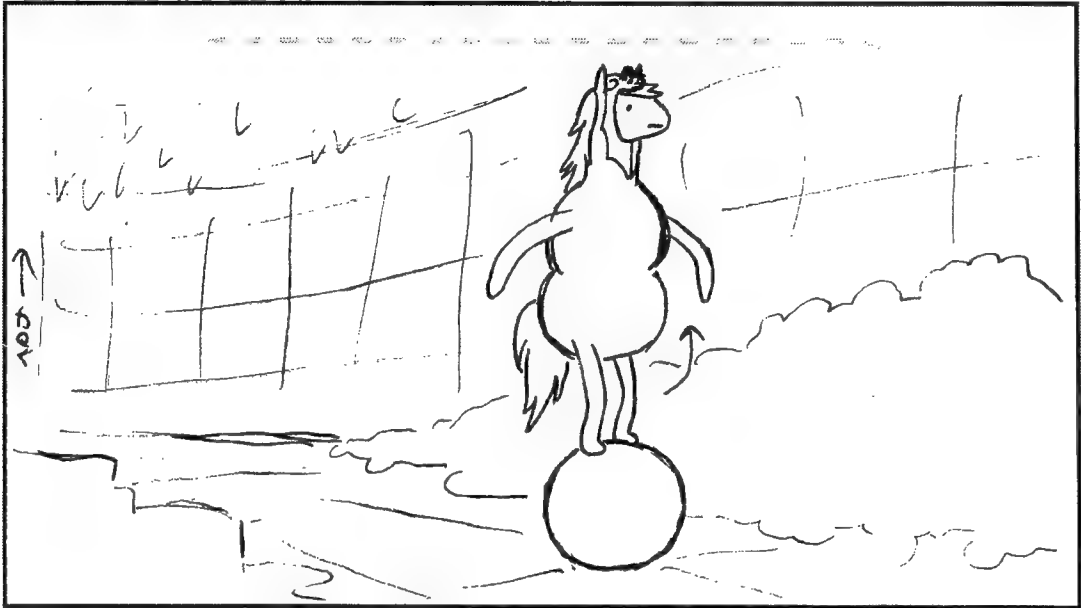
ADVENTURE TIME



Sc. 95 cont Pnl. E

Bg.

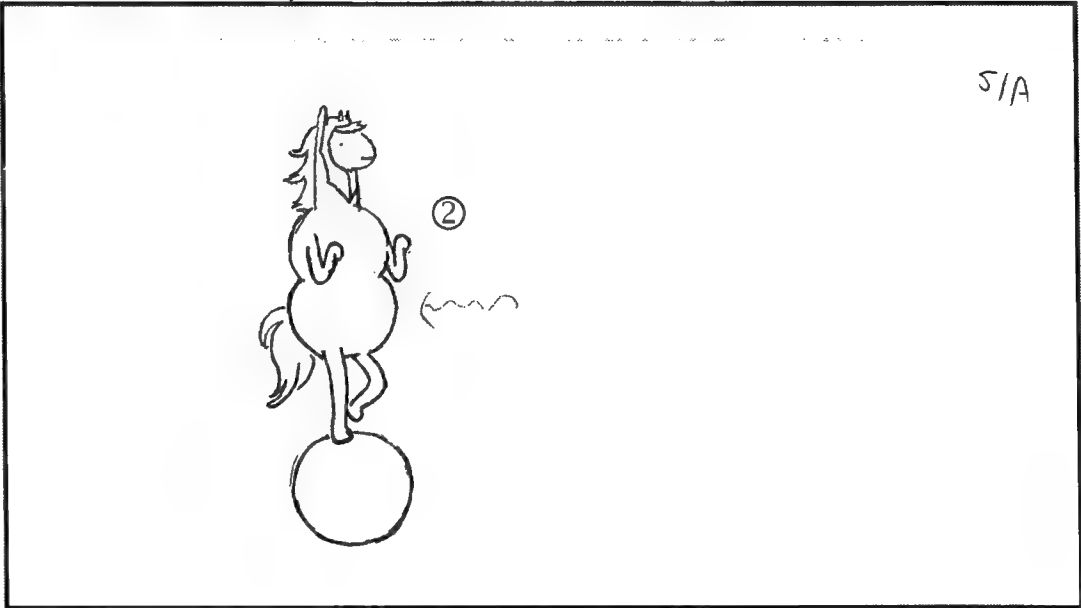
day night



Sc. 95 cont Pnl. F

Bg.

day night



Dialog:

JB

NEIGH

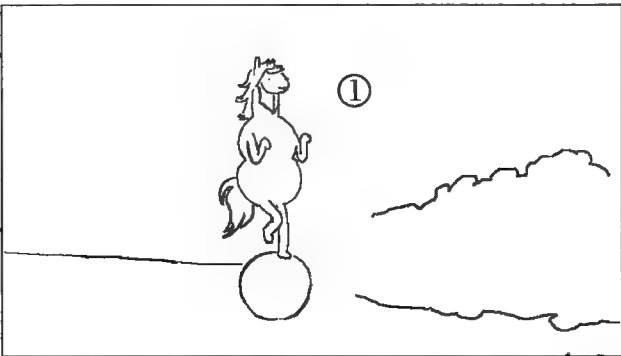
MAR 03 2016

Action:

-JB SLOWLY STANDS UP.

-JB ROLLS, WALKS BACK A FEW STEPS,

Timing:



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Production:

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ADVENTURE TIME



Sc. 96

Pnl. A

Bg.

day night



Sc. 96 cont Pnl. B

Bg.

day night



Dialog:

(FB)

SQU(WHEEEEE)K!

Action:

Timing:



EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

ADVENTURE TIME

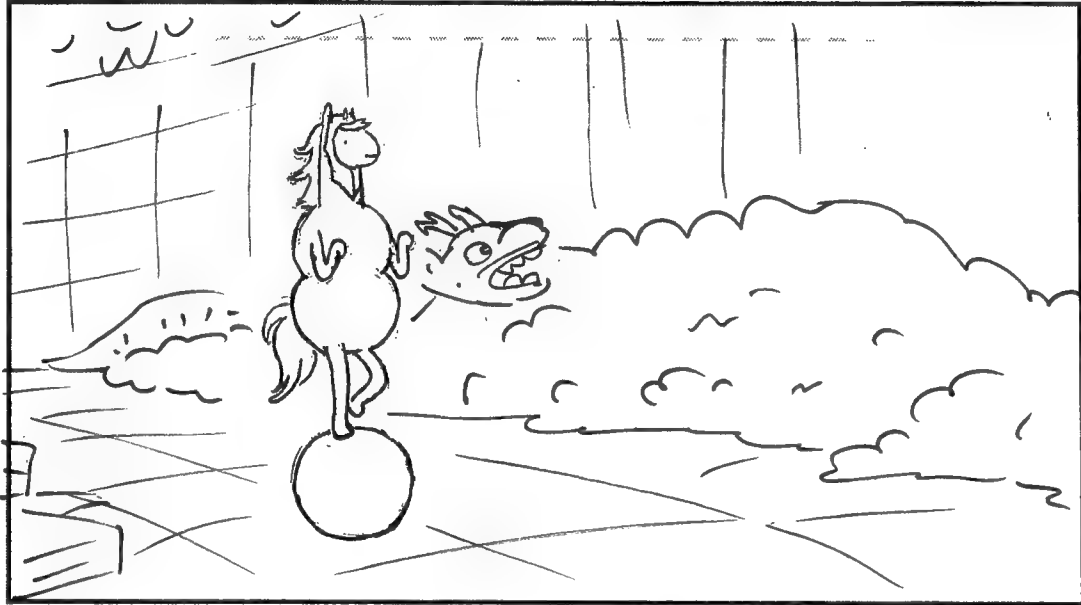


Sc. 97

Pnl. A

Bg.

day night



Dialog:

(JB)

[NEIGH-H-H-H]

Action:

- JB RUNS IN
SMALL CIRCLE.

Timing:



Sc. 98

Pnl. A

Bg.

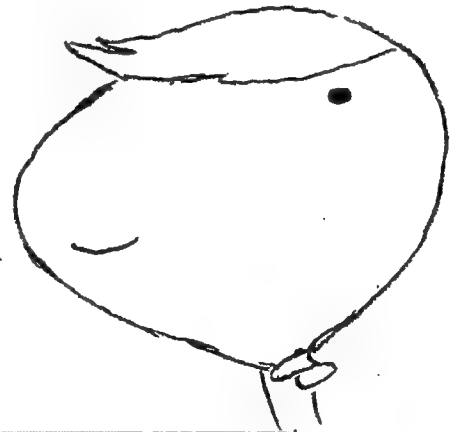
day night



(FB) : SQUEAK
SQUEAK!

- JB LOOKS UP AT BA.

MAR 03 2016



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EPISODE # 1042-247

1042 247

1042 247

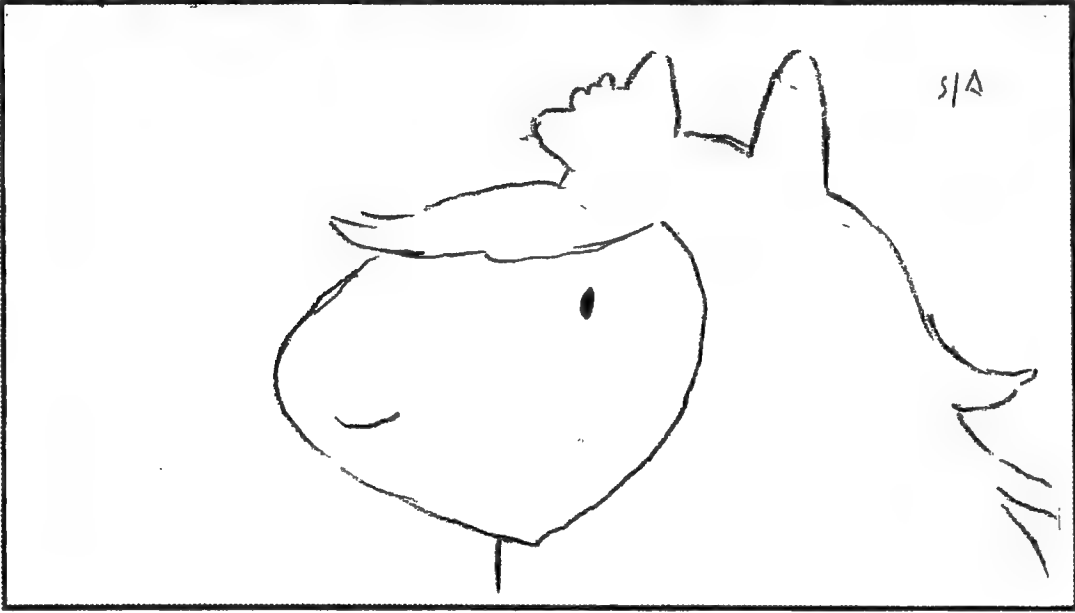
ADVENTURE TIME



Sc. 98 cont Pnl. B

Bg.

day night

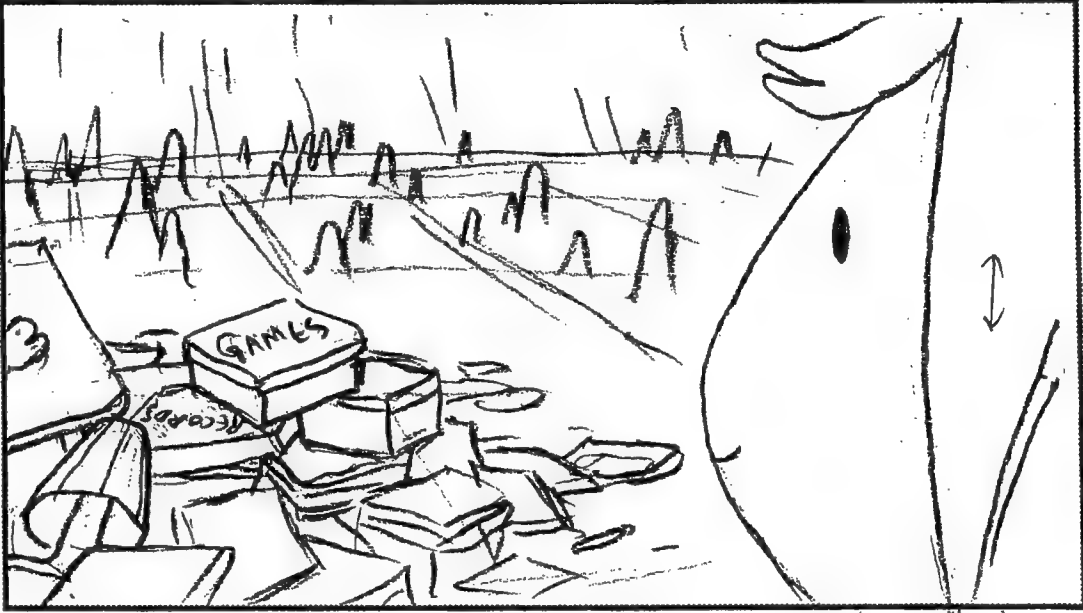


Sc. 99

Pnl. A

Bg.

day night

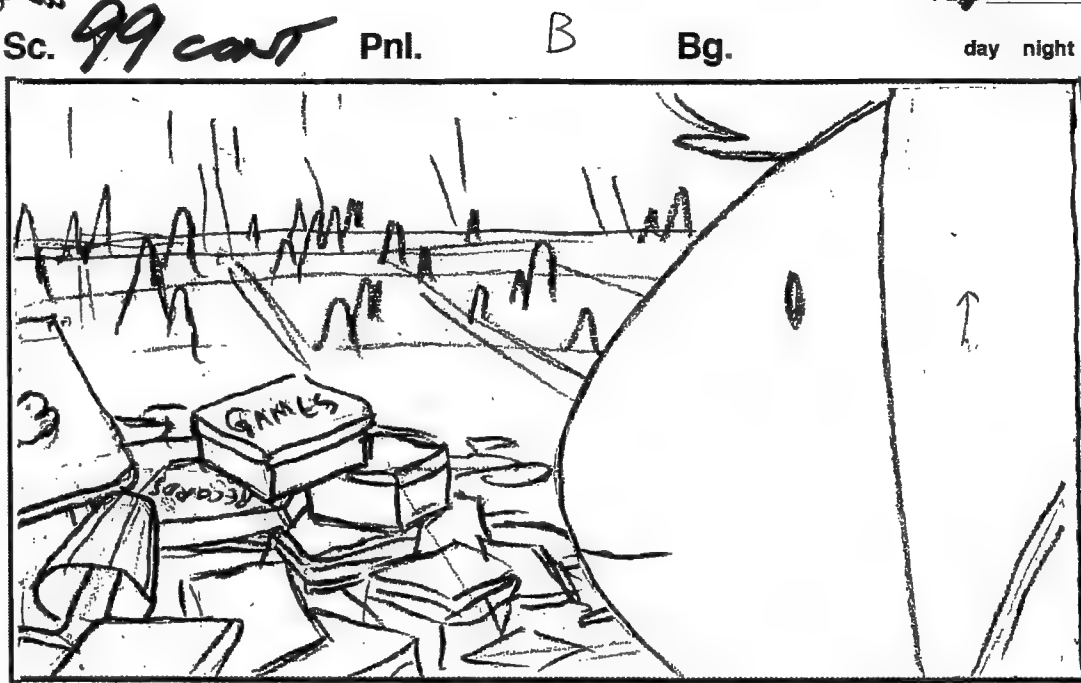
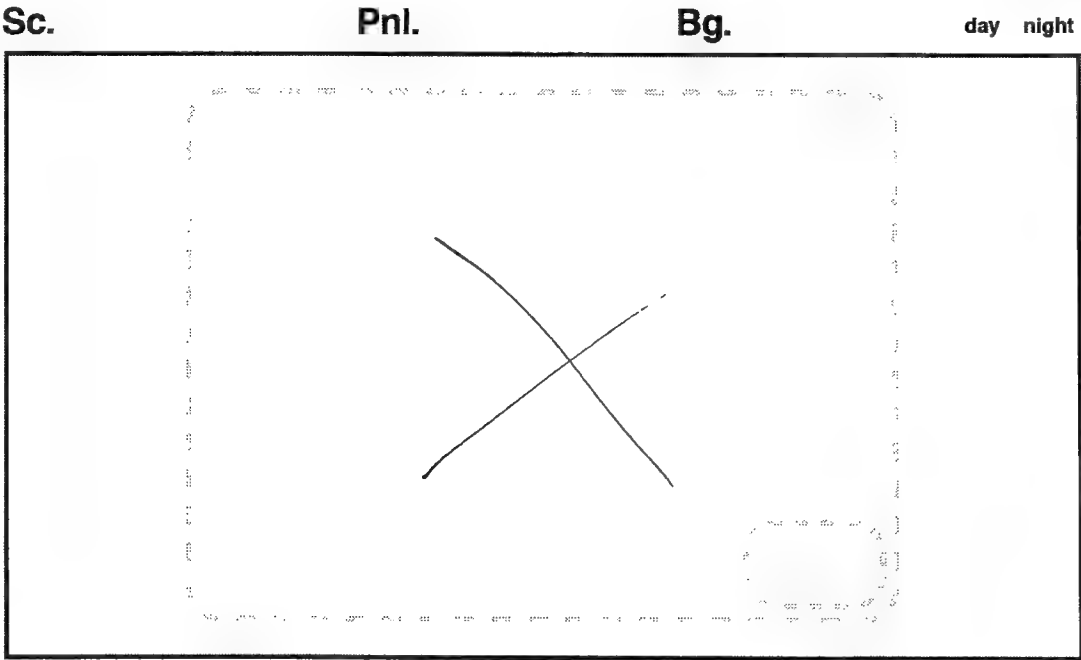


Dialog:
Action: -JB LOOKS FORWARD -JB LOOKS AT STACK OF BOARD GAMES.
Timing: MAR 03 2016

ADVENTURE TIME



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Dialog:
Action: -JB LOOKS AT BOARD GAMES.
Timing:

MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

ADVENTURE TIME



Page **167**

Sc. **100**

Pnl. **A**

Bg.

day night



Sc. **101**

Pnl. **A**

Bg.

day night



EPISODE # 1042-247

1042 247

Dialog:

(JB)

"JAMES"

Action:

- CU of 'GAMES' Box

Timing:

MAR 03 2016



1042 247

1042 247

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ADVENTURE TIME



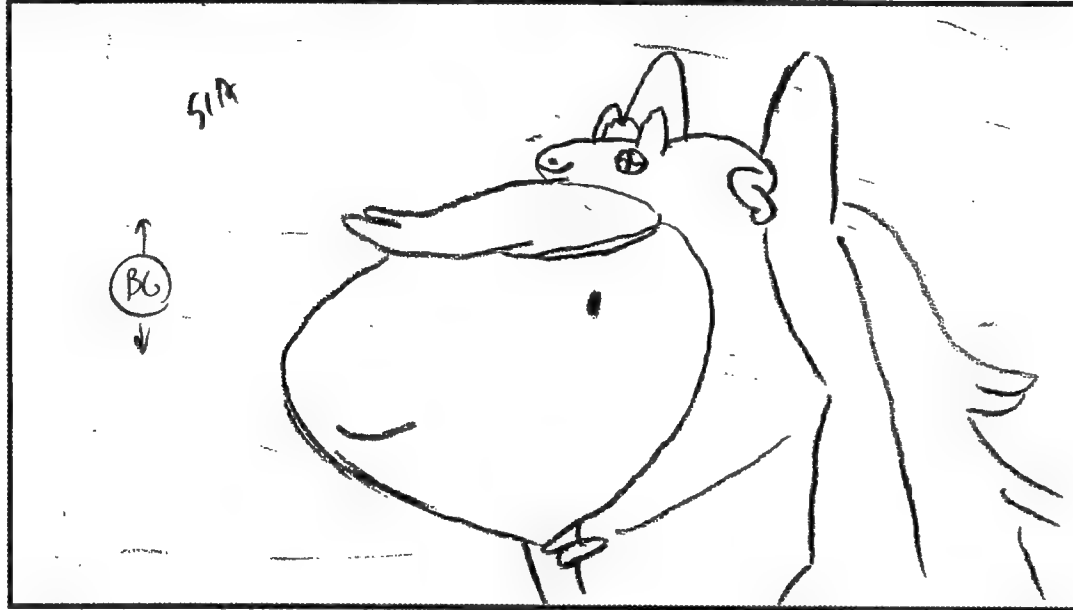
Page **168**

Sc. **101 cont** Pnl. **B** Bg.

day night

Sc. **101 cont** Pnl. **C** Bg.

day night



Dialog:

Action:

- JB LOOKS TO HIS LEFT.

MAR 03 2015

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

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ADVENTURE TIME



NO SC'S
103-104

Page 169

Sc. 102

Pnl. A

Bg.

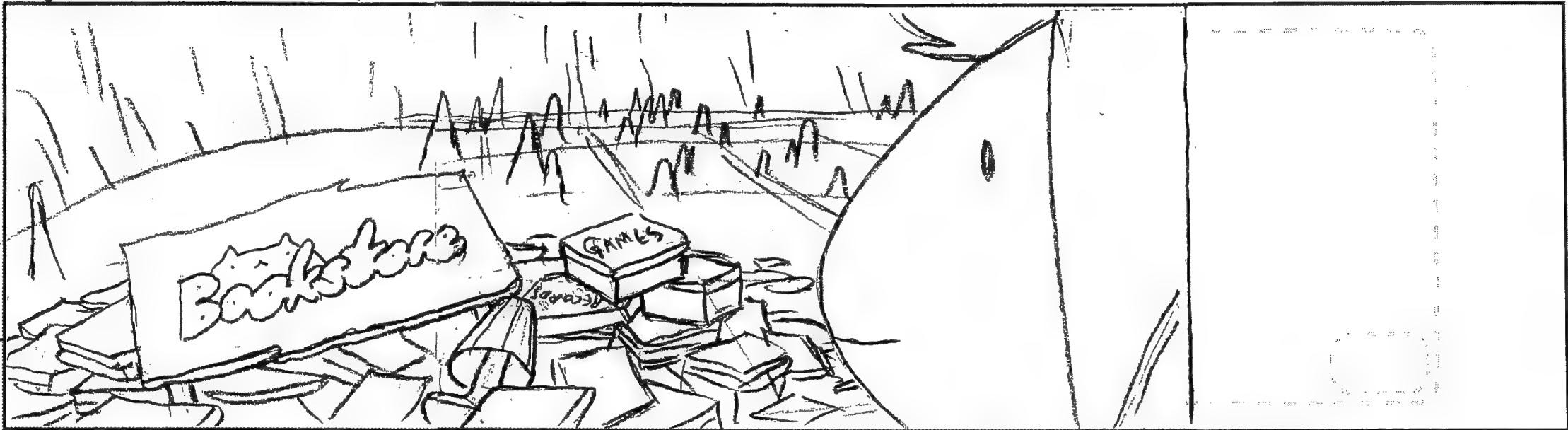
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Stop

← PAN

STARTS

Action:

- PAN LEFT TO BOOK STORE SIGN.

MAR 03 2018

Timing:

EPISODE # 1042-247

Production:

1042 247

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1042 247

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ADVENTURE TIME



Page 170

Sc. 105

Pnl. A

Bg.

day night

Sc. 105 cont Pnl. B

Bg.

day night



Dialog:	⑤: BAXTERRRR!
Action:	
Timing:	MAR 03 2016

EPISODE # 1042-247

Production:

1042 247

1042 247

ADVENTURE TIME



Page **171**
day night

Sc. **105 cont** Pnl. **C**

Bg.

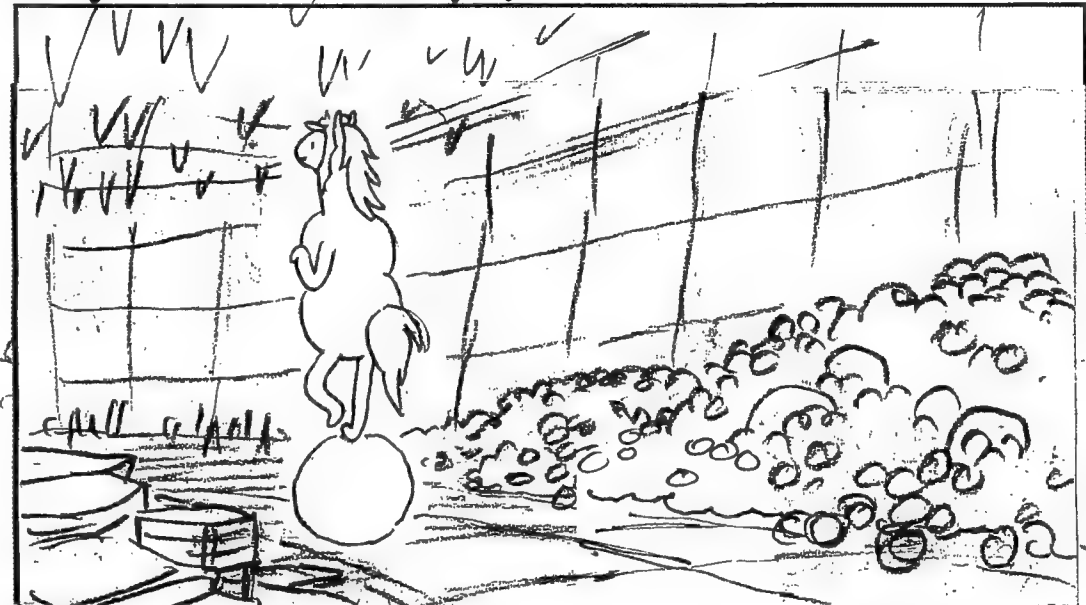
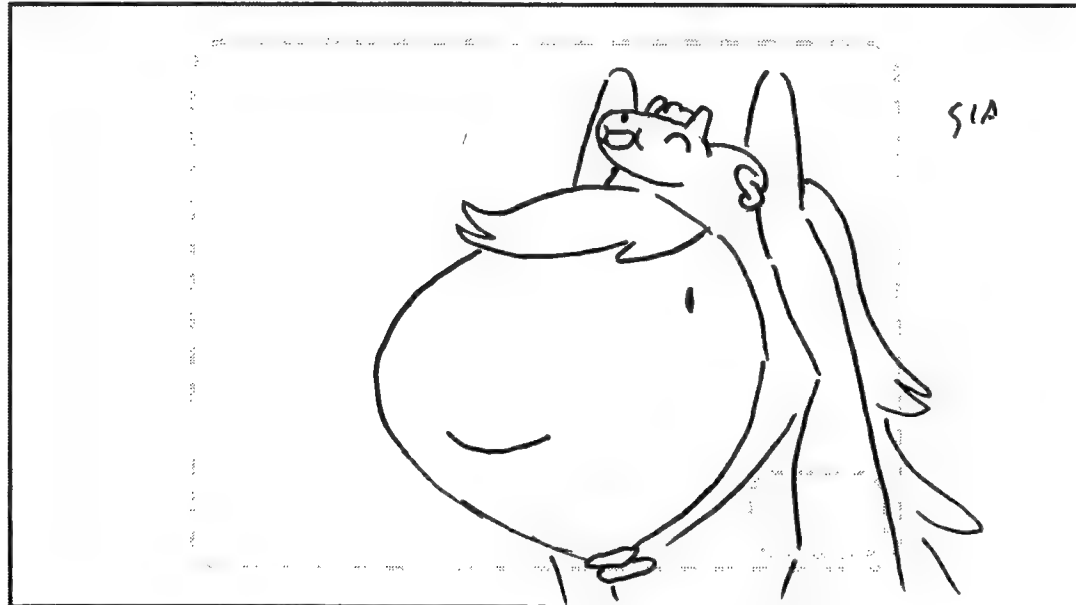
day night

Sc. **106**

Pnl. **A**

Bg.

day night



EPISODE # **1042-247**

Dialog:

(FB) [GIGGLES]

(B): JA A A →

Action:

Timing:

MAR 03 2016



1042 247

1042 247

1042 247

ADVENTURE TIME



Page **172**

Sc. **106 cont** Pnl. **B**

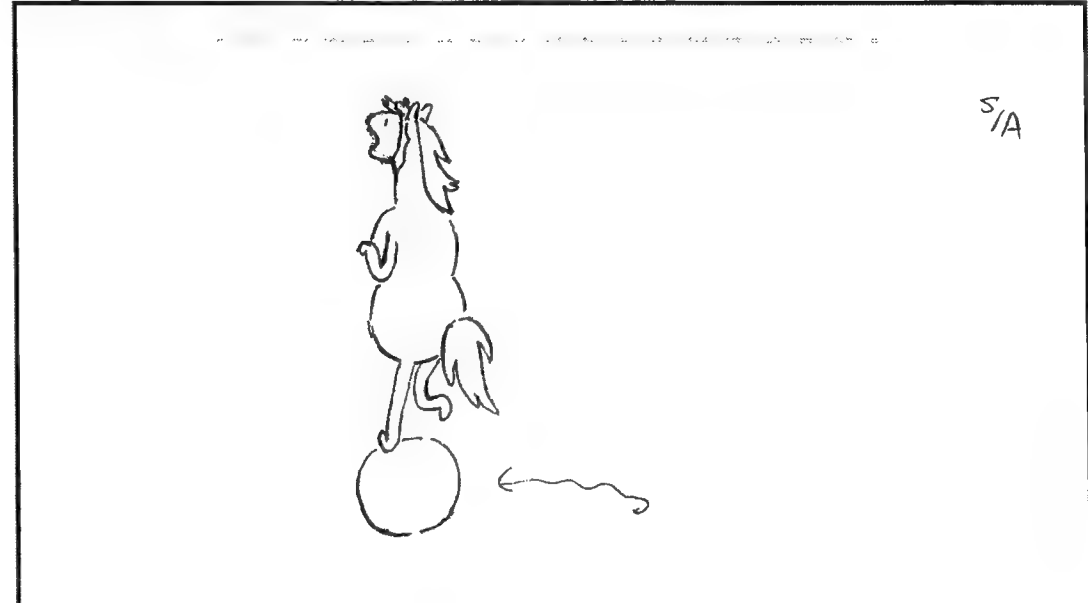
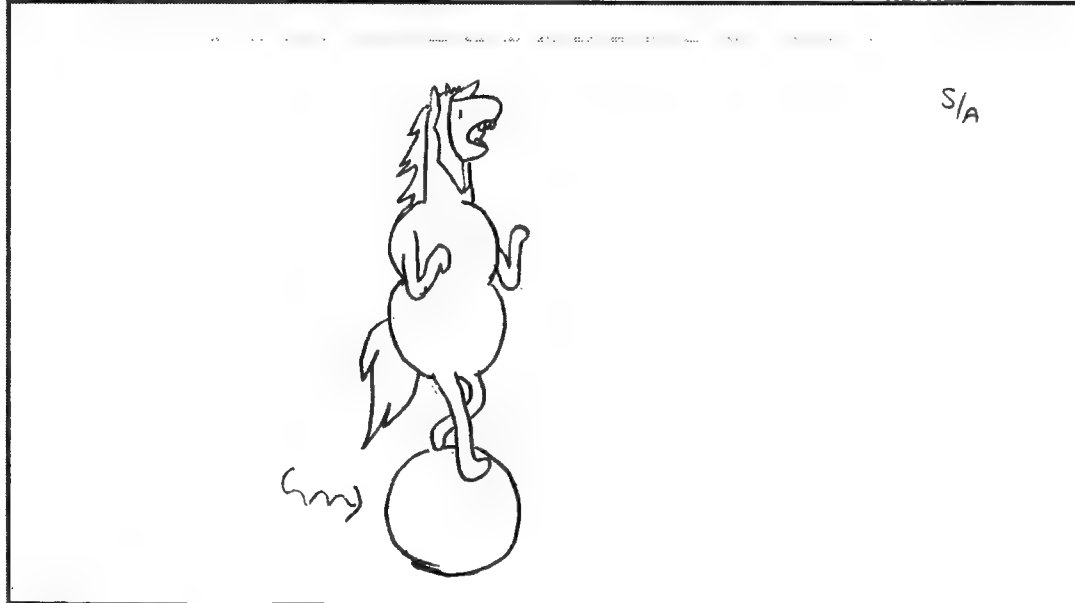
Bg.

day night

Sc. **106 cont** Pnl. **C**

Bg.

day night



Dialog:

JB in A - a - mes

BI

JB = BAYT →

Action:

Timing:



MAR 03 2016

Production:

1042-247
EPISODE #

1042 247

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1042 247

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ADVENTURE TIME



Page

173

Sc. 106 cont Pnl. D

Bg.

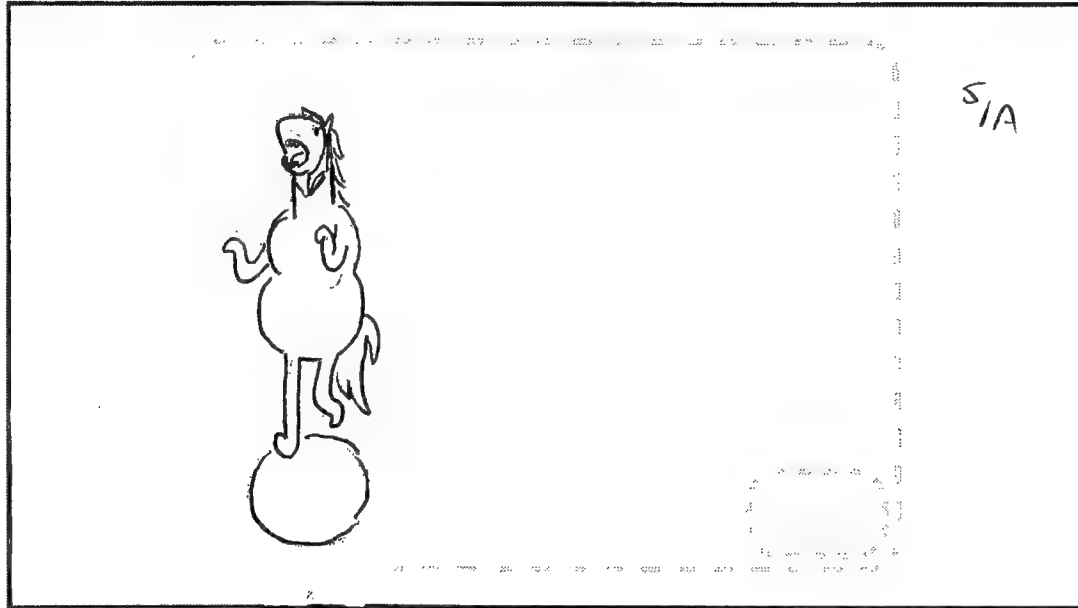
day night

Sc. 107

Pnl. A

Bg.

day night



EPISODE # 1042-247

1042 247

Dialog:

(FB): TLR - R

Action:

Timing:



(FB): [GIGGLES HARDER]

-BAT CLAPS

11 3 2018



1042 247

1042 247

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ADVENTURE TIME



Sc. 107 *cont* Pnl. *B*

Bg.

day night

Sc. 107 *cont* Pnl. *C*

Bg.

Page

174

day night



Dialog:

Ⓟ [LAUGHS MORE]

Action:

- FB KISSES JB
ON THE FOREHEAD

-JB BLUSHES

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

ADVENTURE TIME

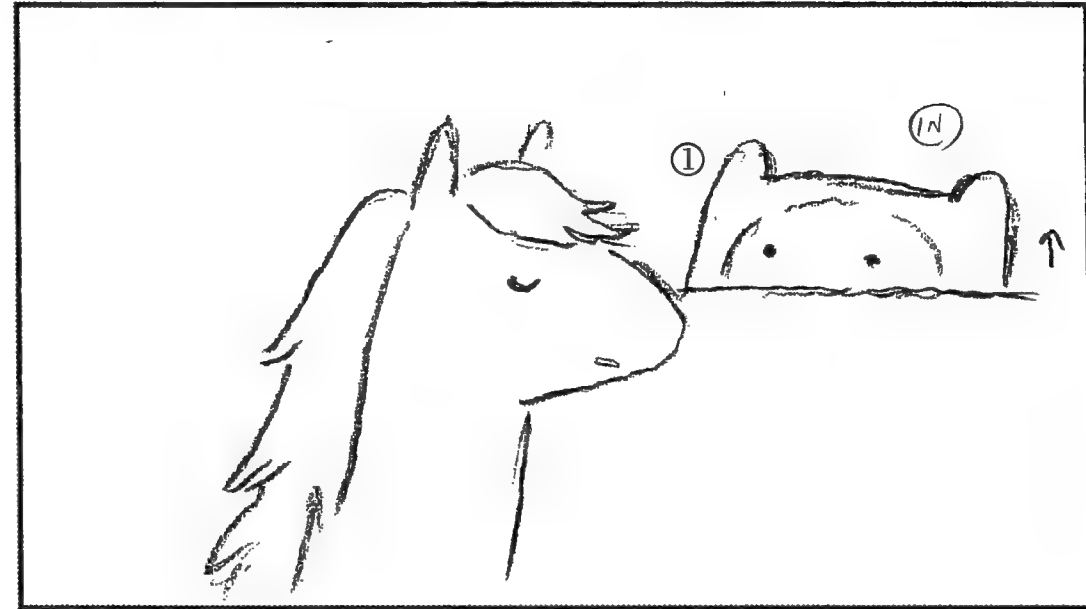


Page **175**

Sc. 107A Pnl. A Bg. day night



Sc. 107A *cont* Pnl. B Bg. day night



Dialog:

(JB) : (MUTTERING)
JAMES - BAXTER...

(JB) : JAMES ...
BAXTER ...

Action:

- FADE BACK TO
REALITY
- JAMES STILL BOBBING
HEAD LIKE HE'S DREAMING

- F. RISES UP
BEHIND COUCH - F. PATS HEAD W/
WASH CLOTH.

MAR 03 2016

Timing:



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1042 247

1042 247

ADVENTURE TIME



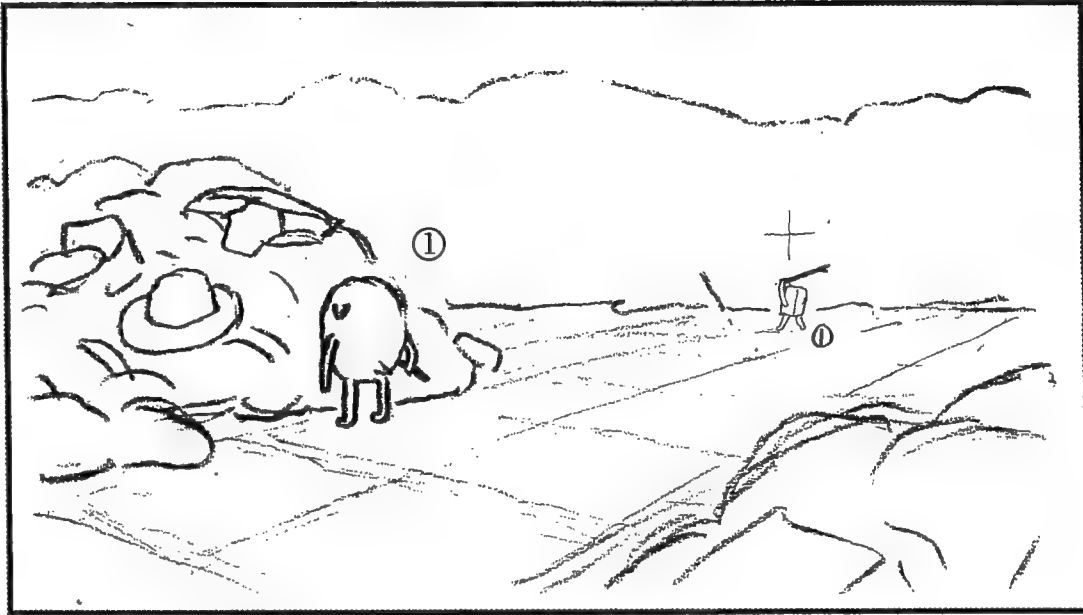
Sc. 107A cont Pnl. C

Bg. day night



Sc. 108 Pnl. A

Bg. day night



Dialog:

Action:

- F. SETTLES/HIDES.

- BMO SWIMS AT
PILE W/ STICK.
- J. PICKS AT UNDERWEAR.

Timing:

MAR 03 2016



PI

EPISODE # 1042-247

1042 247

1042 247

ADVENTURE TIME



Page **177**

Sc. **108 cont** Pnl. **B**

Bg.

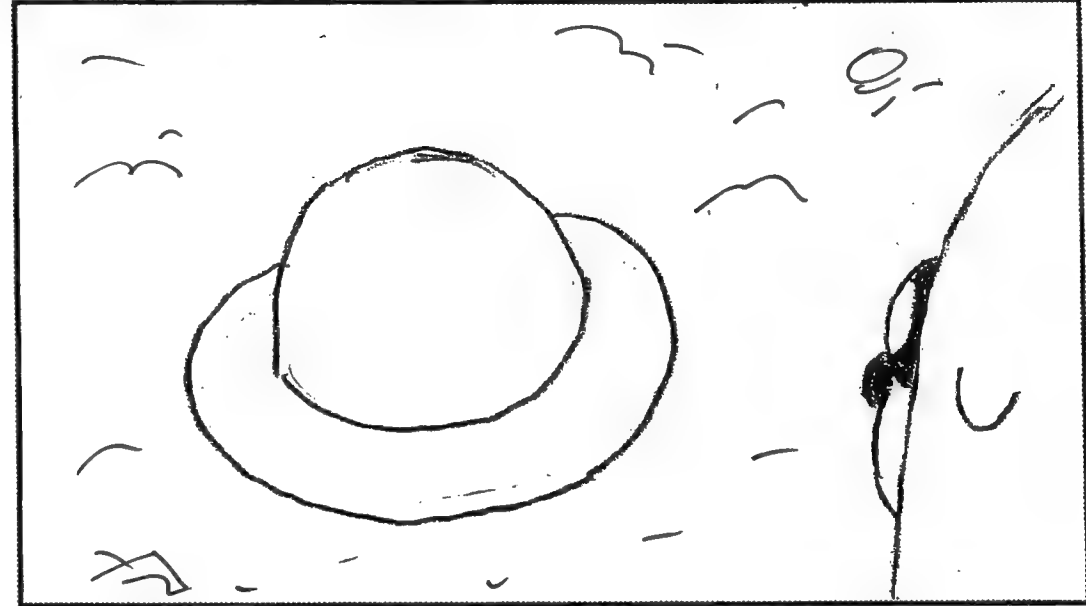
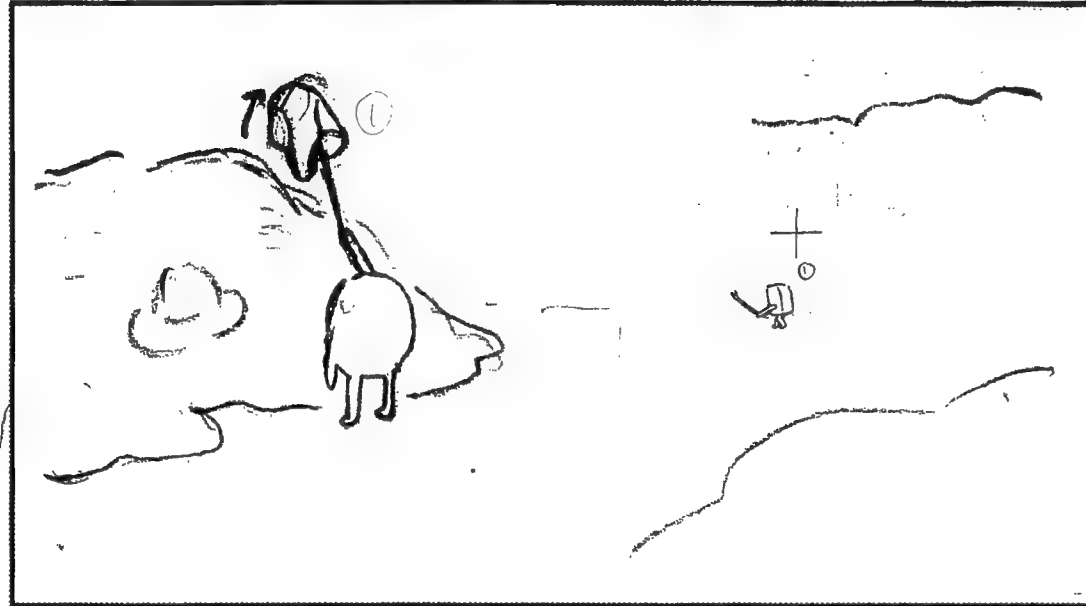
day night

Sc. **109**

Pnl. **A**

Bg.

day night



EPISODE # **1042-247**

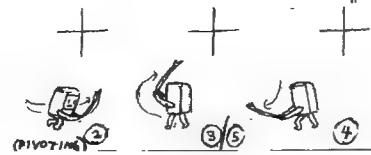
Dialog:

Action: -J. LIFTS UNDERWEAR AND PUTS IT BACK.

Timing:



-J. PUTS STICK UNDER EDGE OF HAT.



1042 247

1042 247

1042 247

ADVENTURE TIME



Page

178

Sc.

109 cont Pnl. B

Bg.

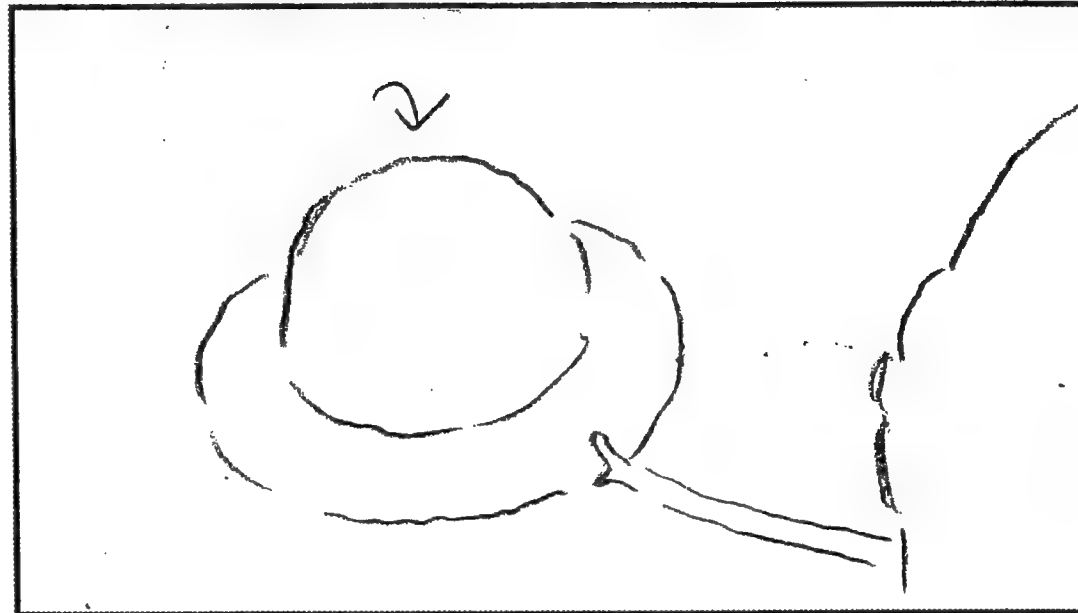
day night

Sc.

109 cont Pnl. C

Bg.

day night



Dialog:

- BEAT -

Action:

- J. LIFTS HAT TO REVEAL TINY HAT.

- J. REPLACES HAT.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

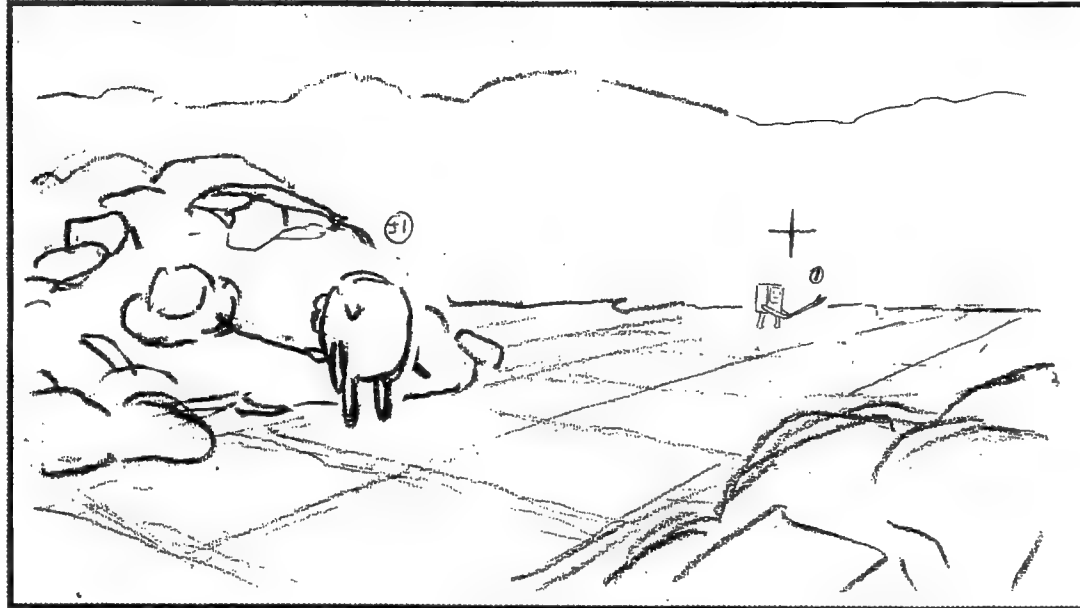
1042 247

ADVENTURE TIME

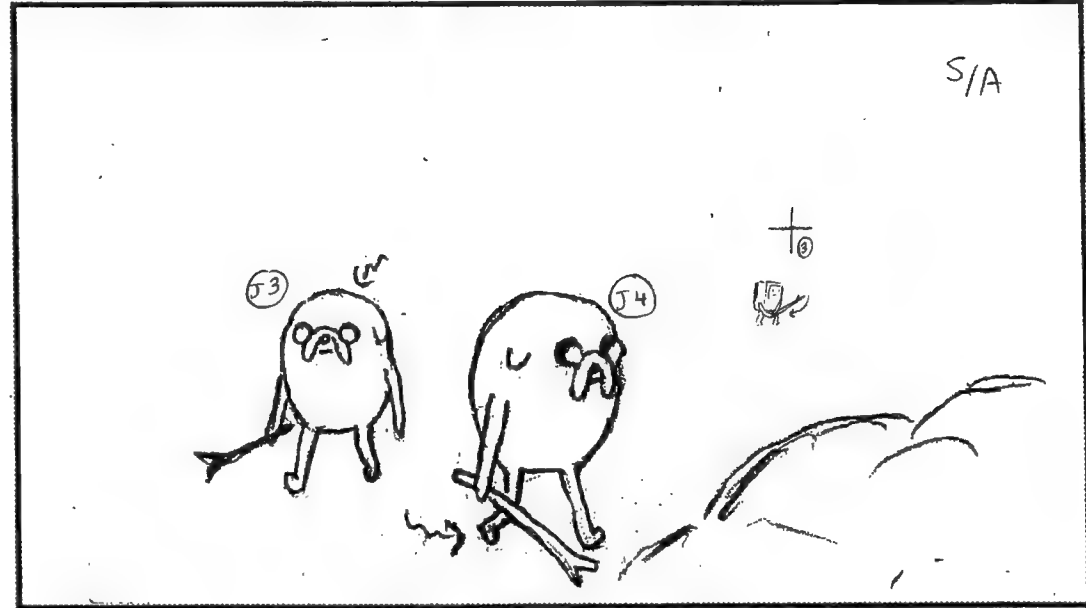


Page **179**

Sc. **110** Pnl. **A** Bg. day night



Sc. **110 cont** Pnl. **B** Bg. day night



Dialog:

Bmo: Beach ball! Beach ball!

Ⓣ : WHOA !

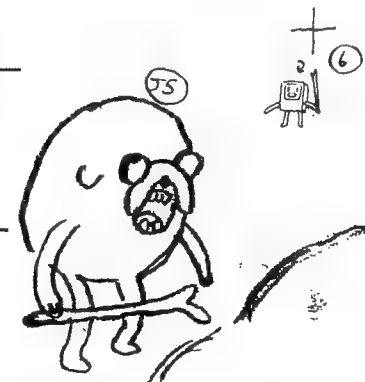
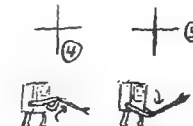
Action: - BMO WAVING STICK

Timing:



- BMO WAVING STICK
- J WALKS OVER TO PILE IN FOREGROUND
- BMO TURNS

MAR 03 2016



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1042 247

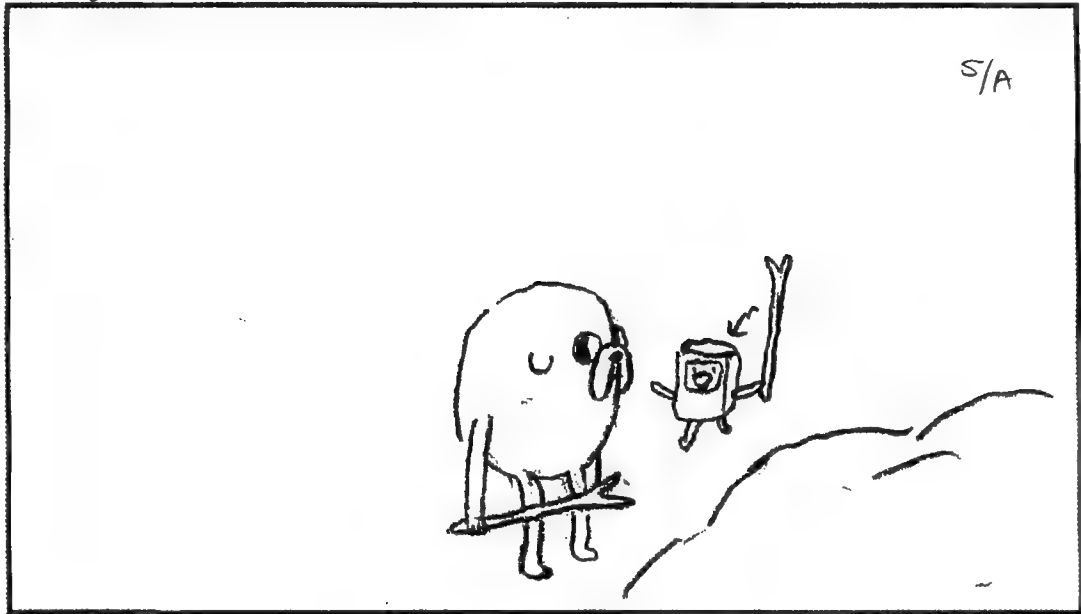
ADVENTURE TIME



Sc. *NO CONT* Pnl. *C*

Bg.

day night



Sc. *III*

Pnl. *A*

Bg.

day night



Dialog:

BMO: WHAT IS IT--

Action:

-BMO RUNS UP TO JAKE

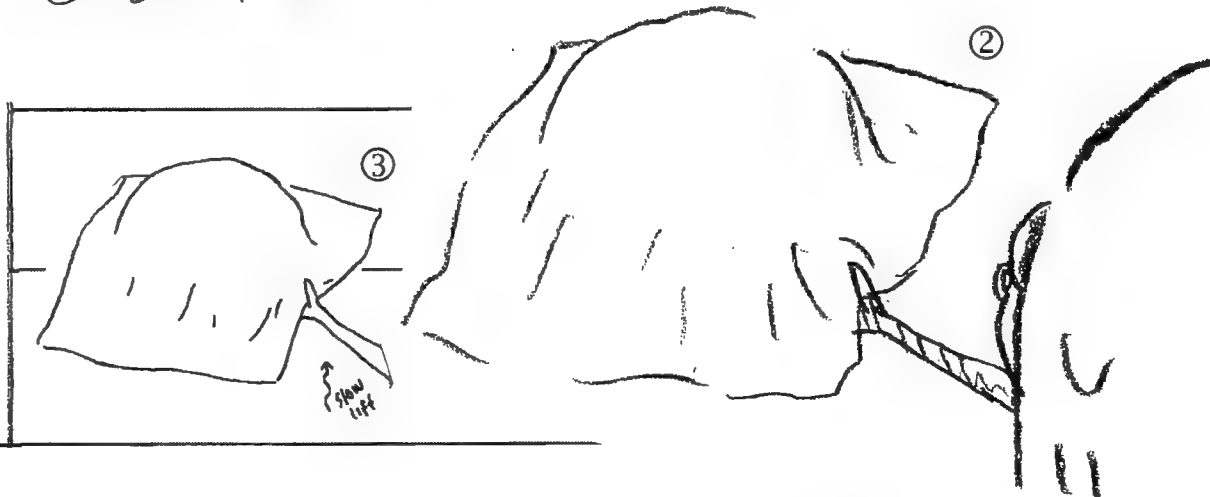
Timing:



BMO: (GASP)

J: BEACH BAA...

MAR 03 2016



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ADVENTURE TIME



Page **181**

Sc. **111 cont** Pnl. **B**

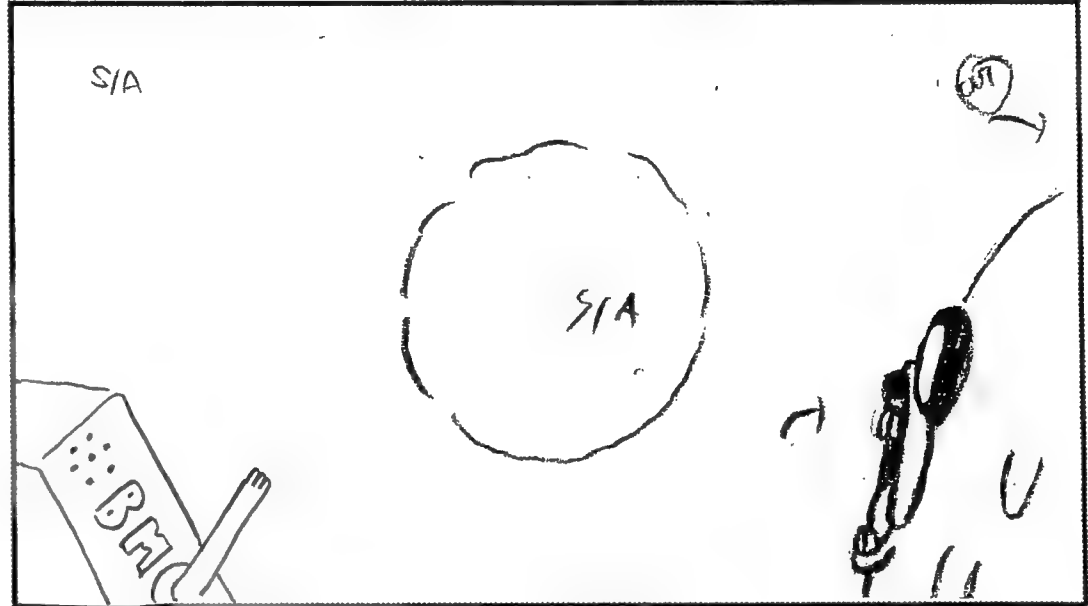
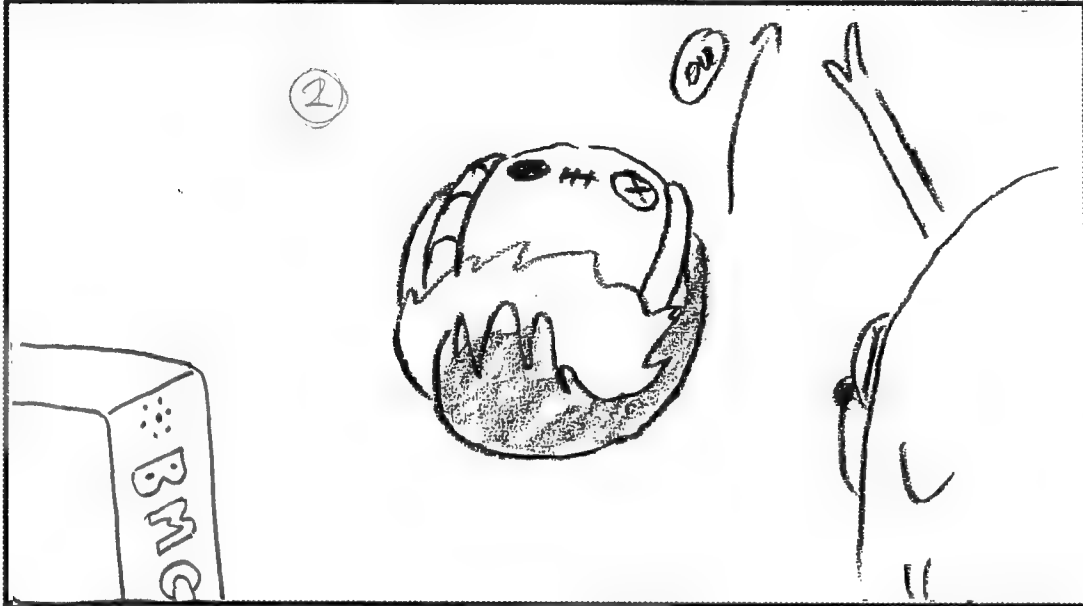
Bg.

day night

Sc. **111 cont** Pnl. **C**

Bg.

day night



Dialog:

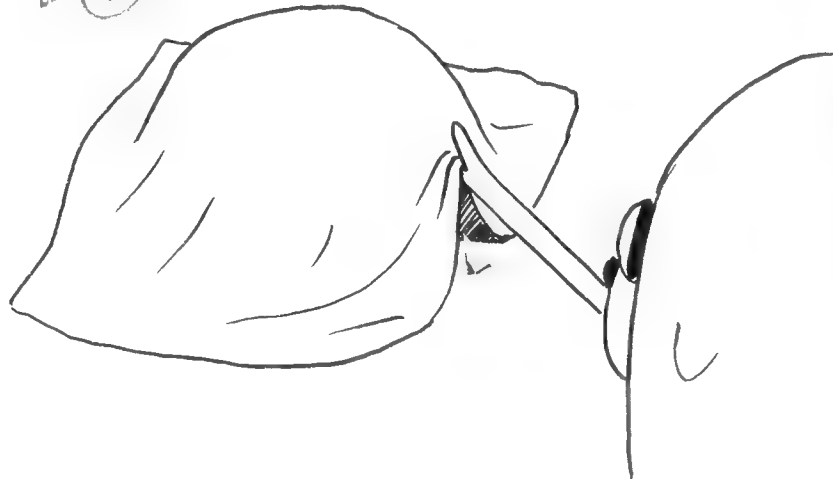
(J) ALL—

B (1)

(BMO)/(J)
[SCREAM]

Action: J- throws back cloth to reveal balled-up raggedy princess

Timing:



MAR 03 2016

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ADVENTURE TIME



Page 182

Sc. 111 cont Pnl. D

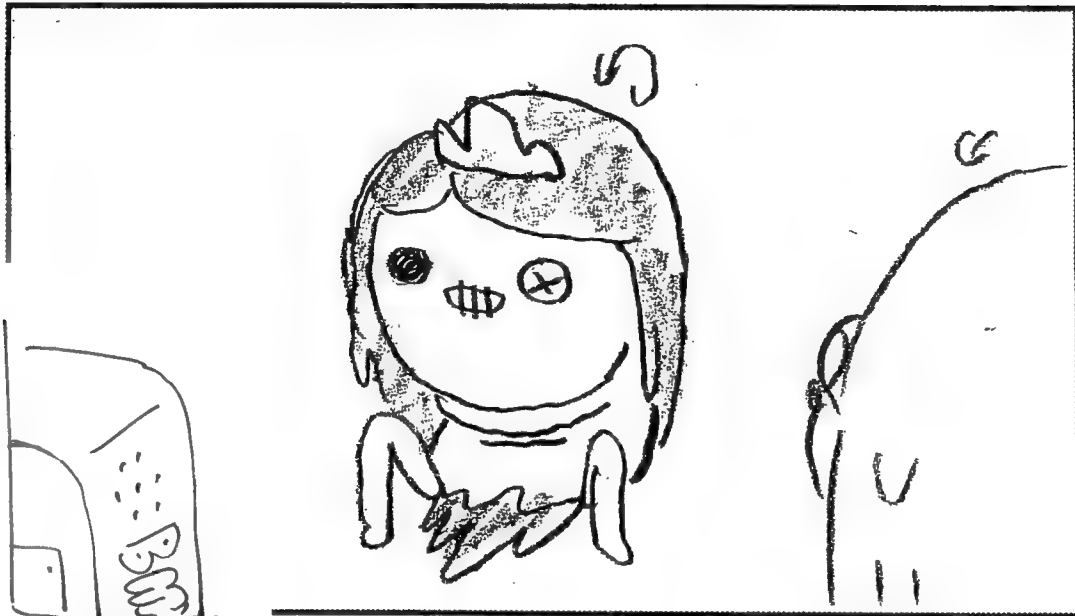
Bg.

day night

Sc. 111 cont Pnl. E

Bg.

day night



Dialog:

(RP) = OH hey you guys. How's
IT ... (TRAILS OFF)

(RP): I WAS JUST WORKIN
ON SOME NEW
POEMS ...

Action:

-RP UNFOLDS

MAR 03 2014

Timing:

EPISODE # 1042-247

Production:

1042 247

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ADVENTURE TIME

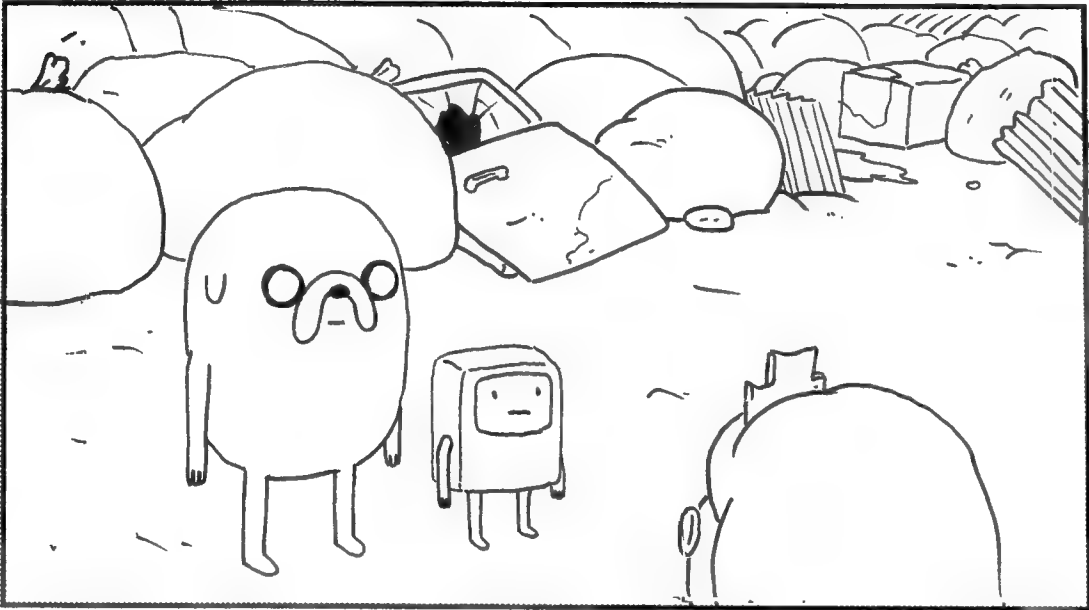


Sc. 112

Pnl. A

Bg.

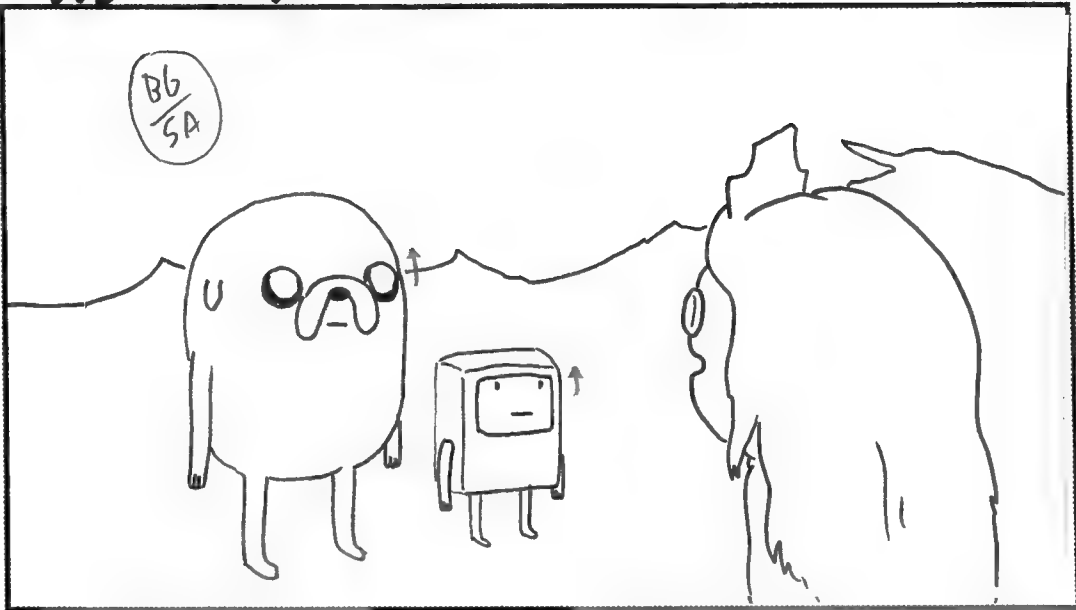
day night



Sc. 112 cont Pnl B

Bg.

day night



Dialog:

(RP): THEY'RE A
LITTLE ROUGH,
BUT

Action:

(J) & (B) eyes track (RP) as she stands up

MAR 03 2015

Timing:

EPISODE # 1042-247

Production:

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1042 247

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ADVENTURE TIME

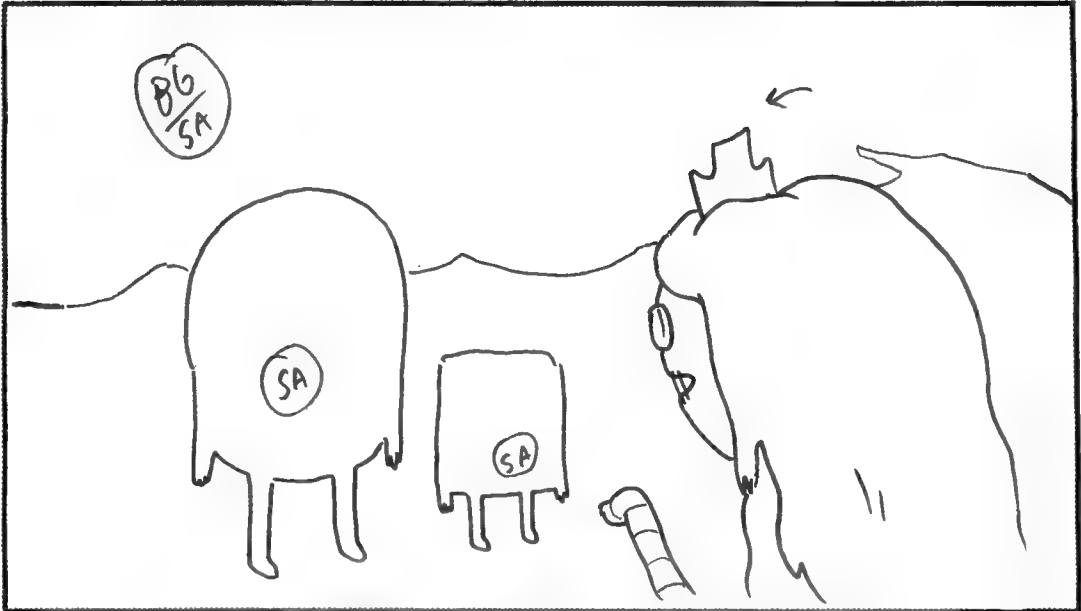


Page **184**

Sc. **112 CONT** Pnl. **C**

Bg.

day night



Sc. **113**

Pnl. **A**

Bg.

day night



Dialog:

(RP): AS LONG AS
YOU'RE HERE, JUST
POKIN' AROUND...

Action:

Timing:



(RP): [CLEAR THROAT]

MAR 03 2016



EPISODE # 1042-247

Production:

1042 247

1042 247

1042 247

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ADVENTURE TIME



Sc. 113 cont Pnl. B

Bg.

day night



Sc. 113 cont Pnl. C

Bg.

day night



Dialog: (RP): LIKE A MONARCH
WITH HER OPEN
WINGS

(RP): HELD IN PLACE
WITH TINY PINS

Action:

Timing:

AR 03 2016

EPISODE # 1042-247

Production:

1042 247

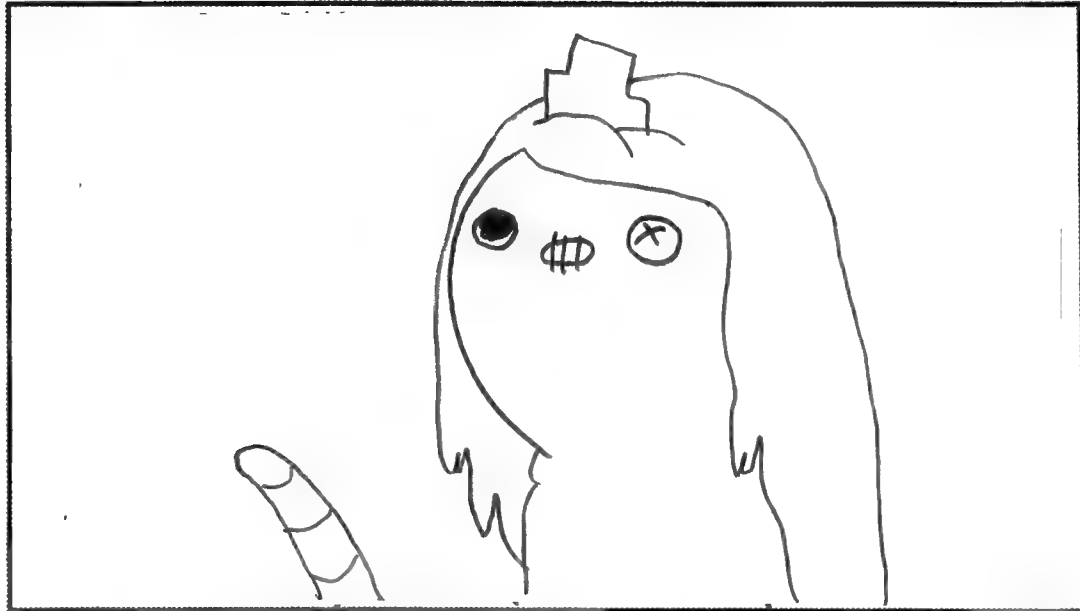
1042 247

ADVENTURE TIME

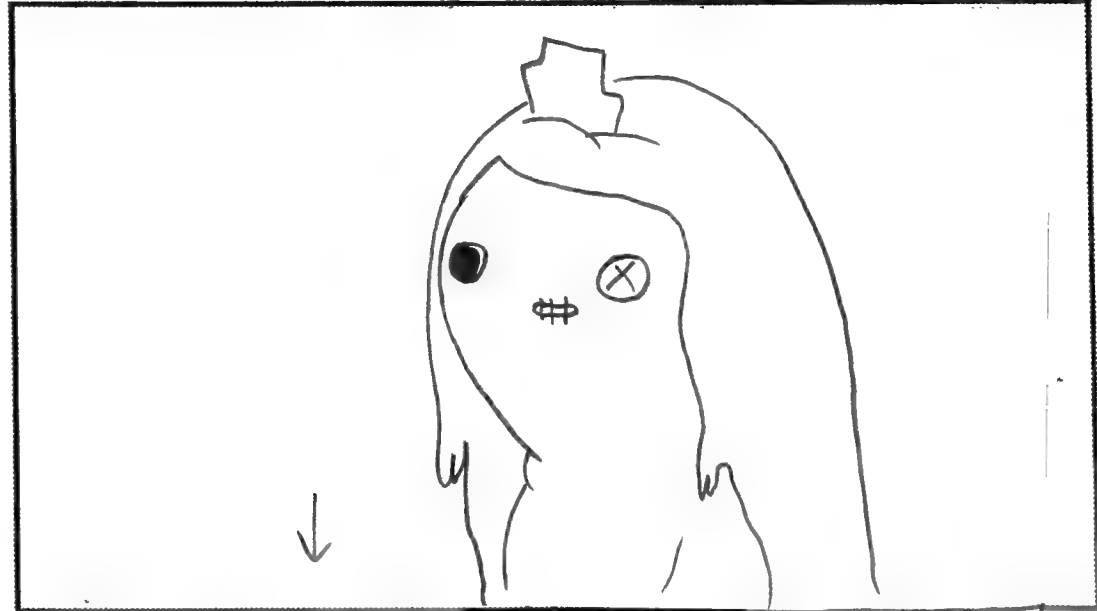


Page **186**

Sc. **113 cont** Pnl. **D** Bg. day night



Sc. **113 cont** Pnl. **E** Bg. day night



Dialog:

(RP) : HER LIFELESS-
(RMD) : (OFFIS)
[STARTS CRYING]

(RP) (STOPS RECITING) UH...

Action:

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

1042 247

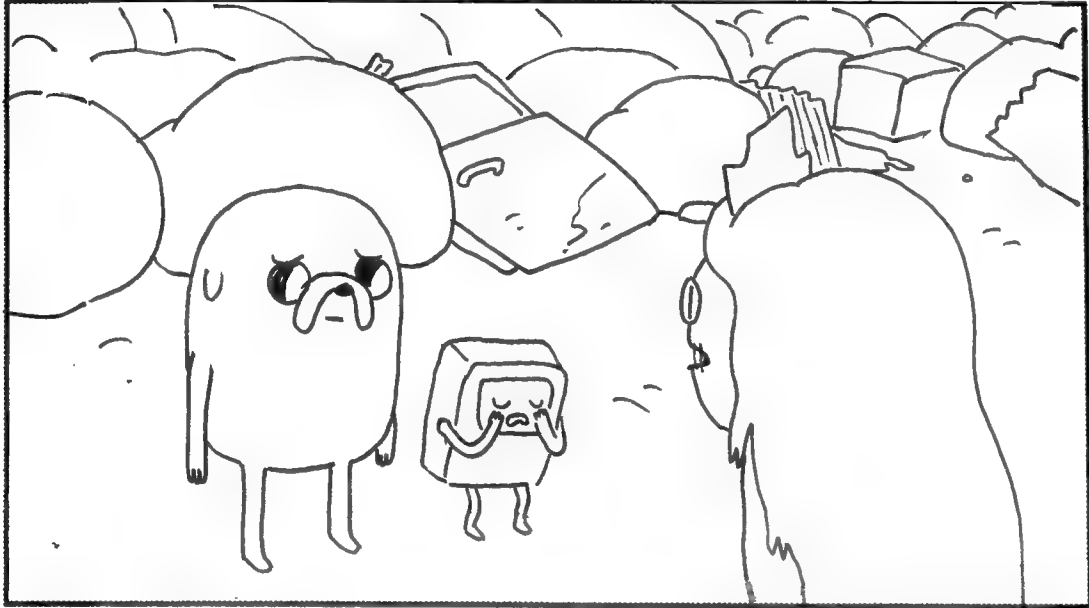
1042 247

1042 247

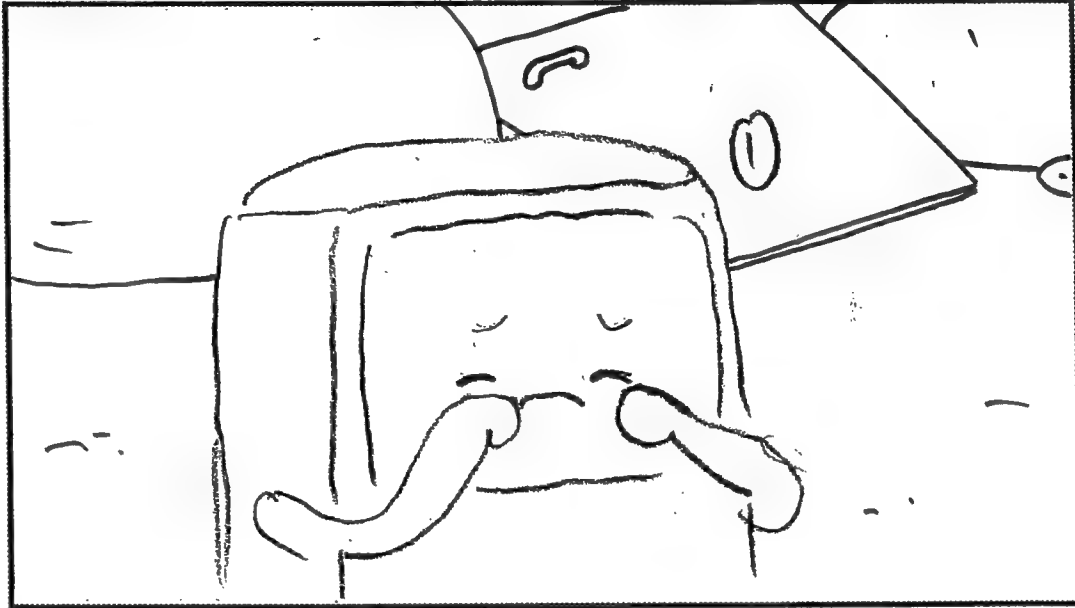
ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Sc. 115 Pnl. A Bg. day night

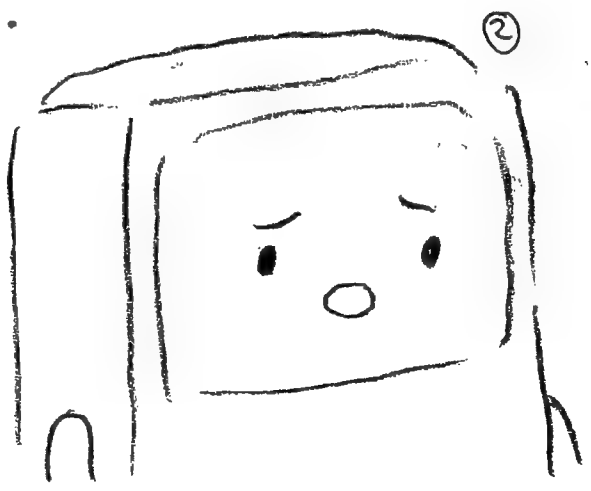


Dialog:
(BMO): (CRYING)
(RD): IS IT THAT BAD?

Action:

Timing:

(BMO): NO, IT'S JUST...



MAR 03 2016

EPISODE # 1042-247

1042 247

1042 247

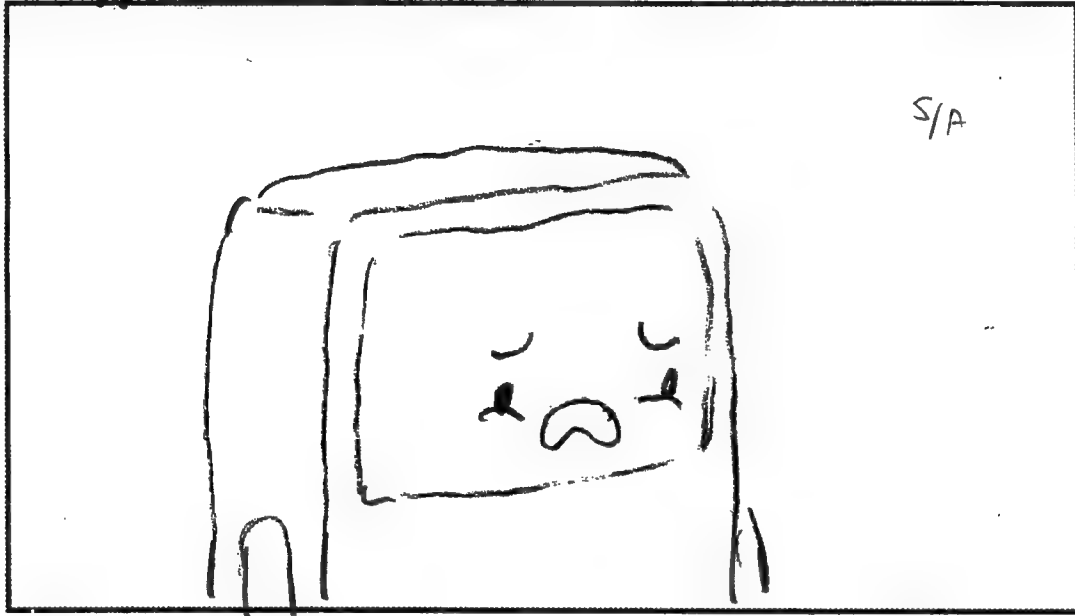
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ADVENTURE TIME

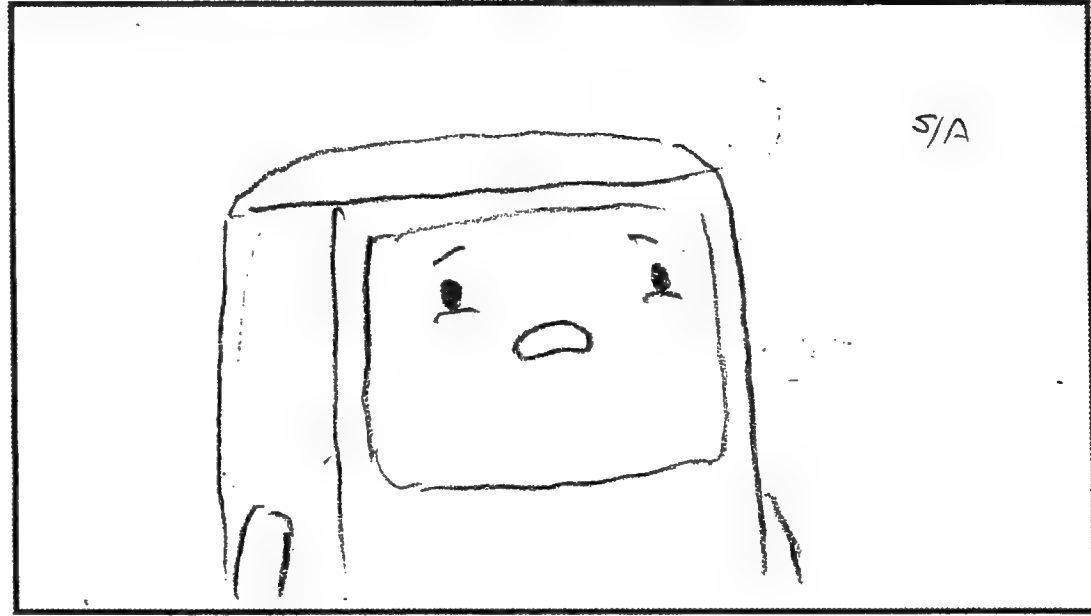


Page 188

Sc. 115 cont Pnl. B Bg. day night



Sc. 115 cont Pnl. C Bg. day night



Dialog:

(BMO): REALLY SAD!

(BMO): YOU REMIND
ME OF JAMES
BAXTER... BECAUSE
YOU ARE LIKE HIS
OPPOSITE -

Action:

MAR 03 2016

Timing:

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Production:

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ADVENTURE TIME



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Sc. **115 CONT** Pnl. **D**

Bg.

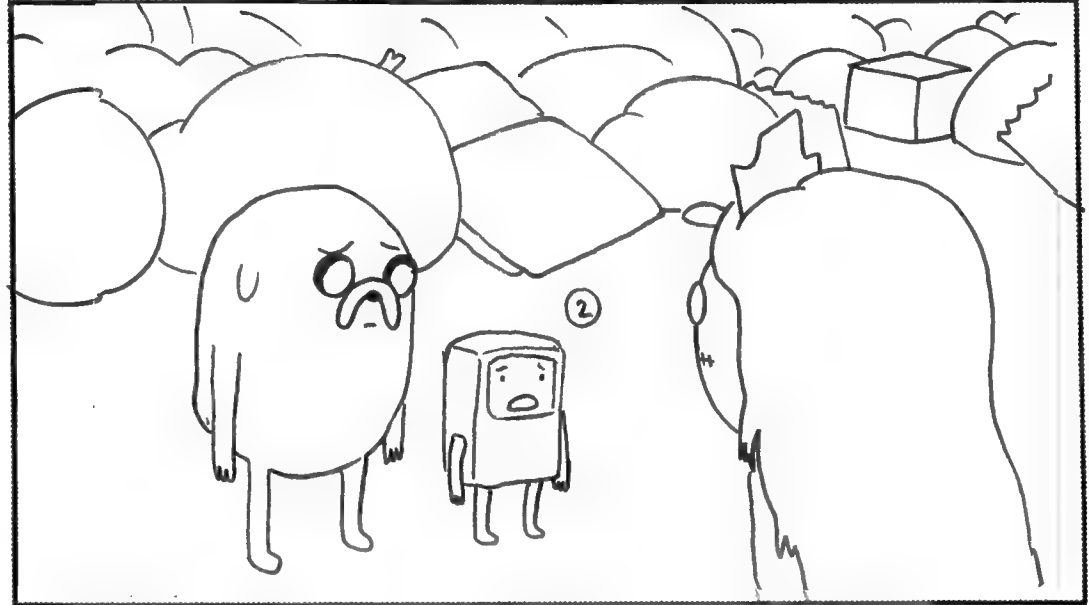
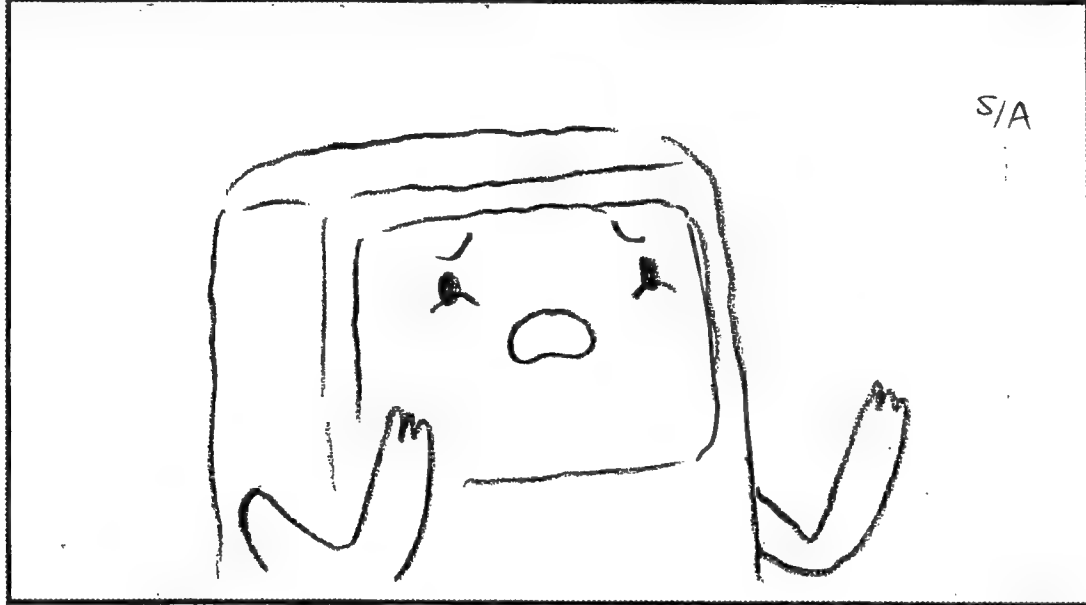
day night

Sc. **116**

Pnl. **A**

Bg.

day night



Dialog:

(BMO): YOU ARE THE ANTI-JAMES BAXTER!

Action:

(BMO): AND SINCE HE LOST HIS ARTIST'S TOOL, HE CANNOT WORK!



Timing:

AR 10.3.2016

Production:

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ADVENTURE TIME

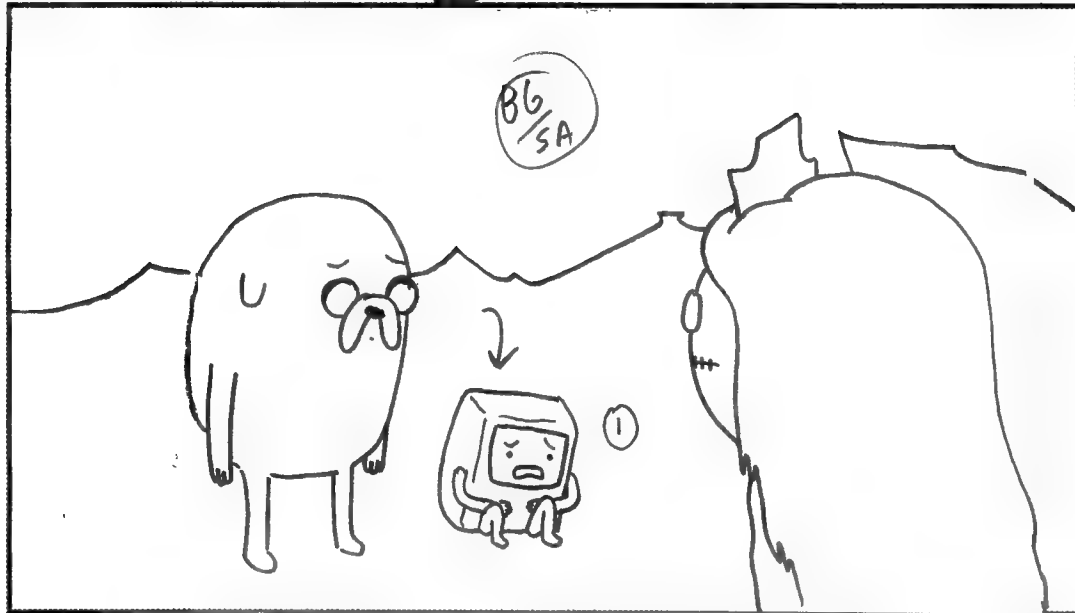


Page **190**

Sc. **116** *CONT* Pnl. **B**

Bg.

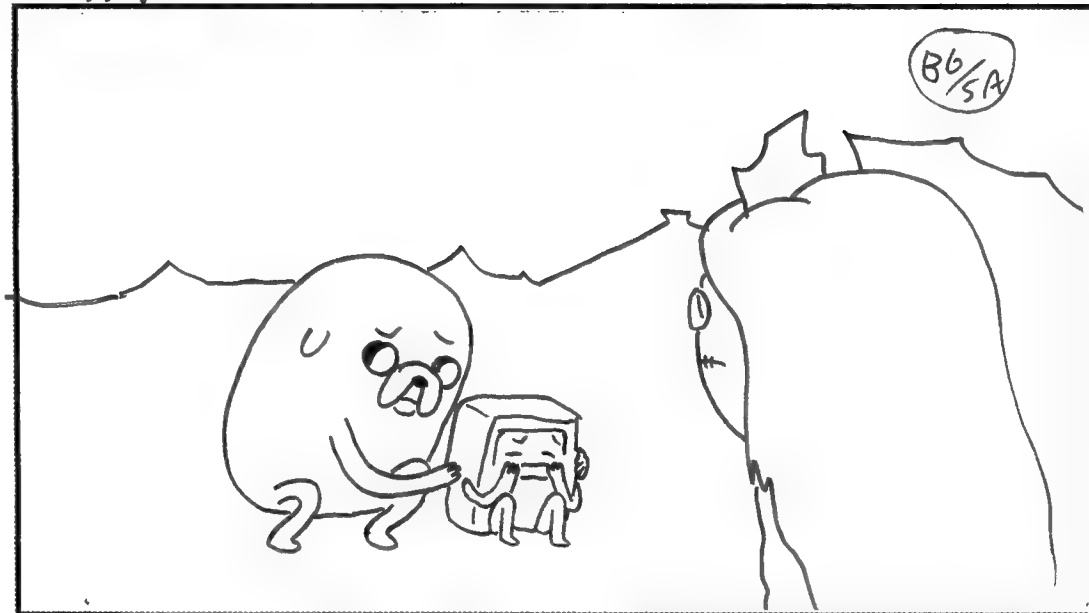
day night



Sc. **116** *CONT* Pnl. **C**

Bg.

day night



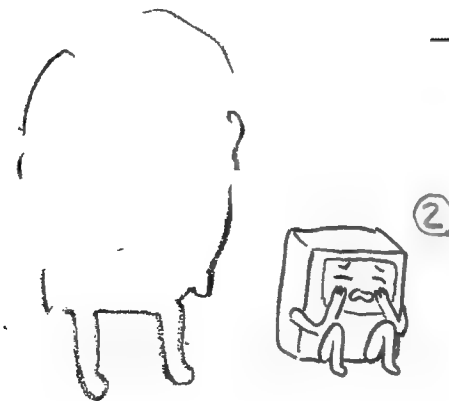
Dialog:

(BMO) = AND HE WILL
NEVER MAKE
ANYONE HAPPY
AGAIN...
(START CRYING) **(2)**

Action:

Timing:

(J) = THERE, THERE,
BMO.



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Production:

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ADVENTURE TIME



Sc. 117

Pnl. A

Bg.

day night

Sc.

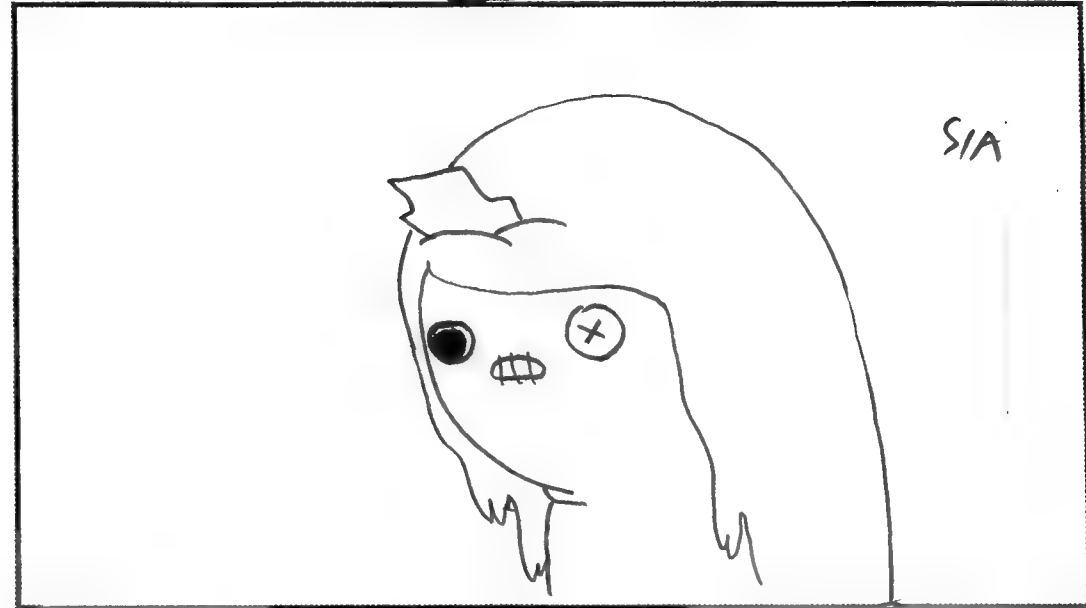
117 cont Pnl. B

Bg.

Page

191

day night



Dialog:

(RP)

A FELLOW
ARTIST - IN CRISIS?

(RP)

I'VE BEEN A CREATIVE
BLOCK-HEAD.

(BI)

Action:

Timing:

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ADVENTURE TIME



Sc. 118

Pnl. A

Bg.

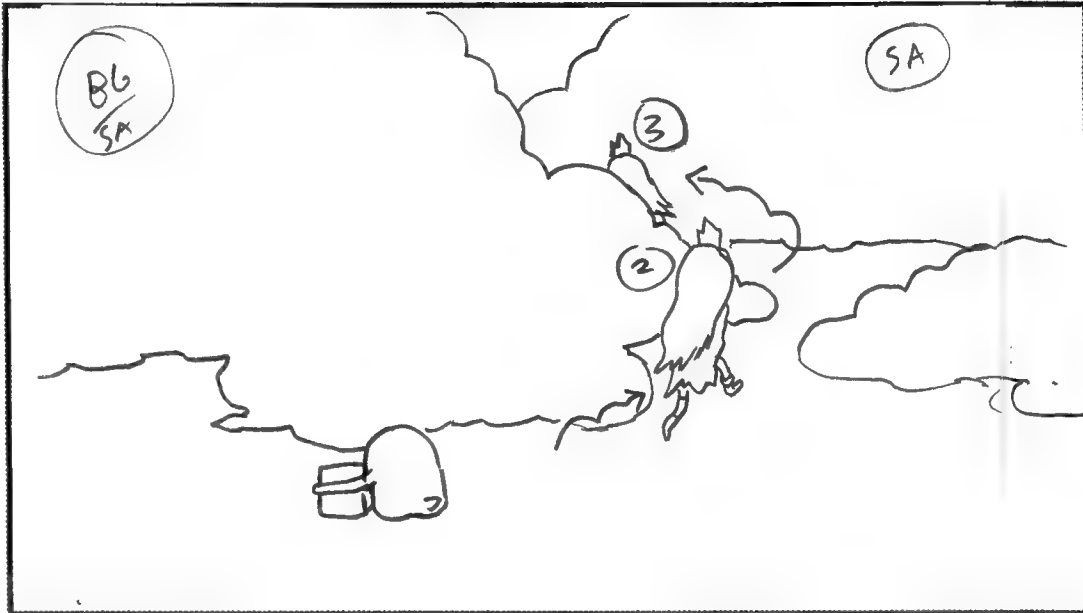
day night




Sc. 118 cont Pnl. B

Bg.

Page 192
NO PG 193
day night



Dialog:	
Action:	 <p>- RP RUNS AROUND CORNER AND OFF/S.</p>
Timing:	MAR 03 2016

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Production:

1042 247

1042 247

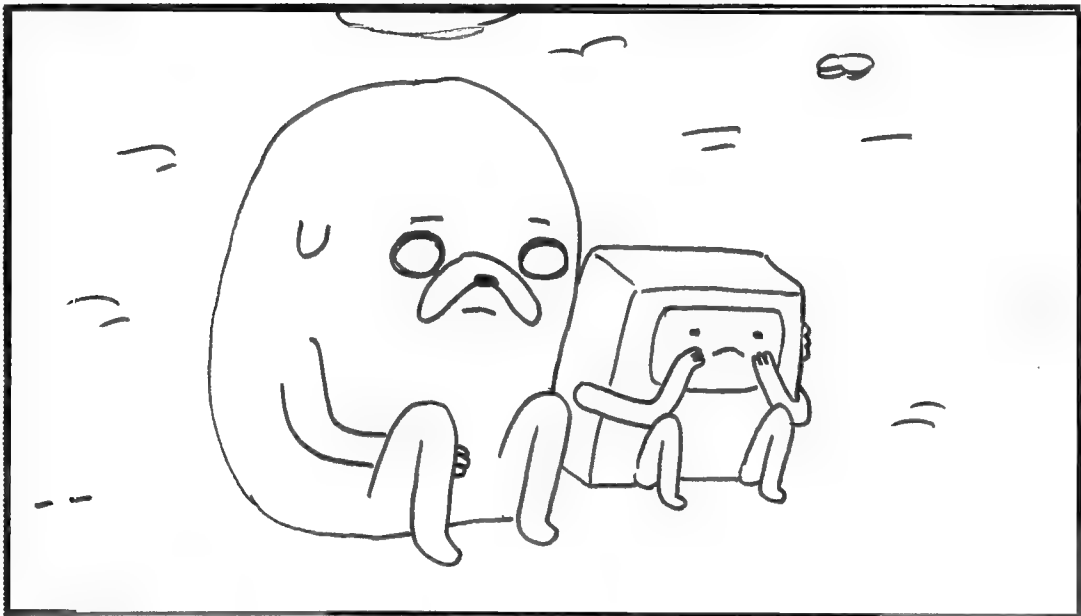
1042 247

ADVENTURE TIME

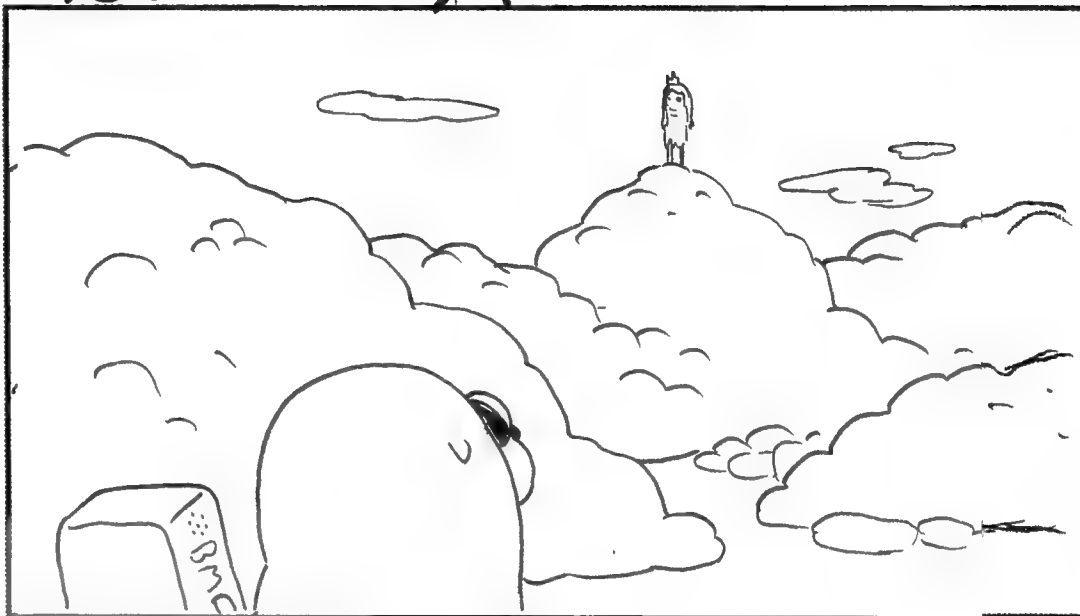


Page **194**

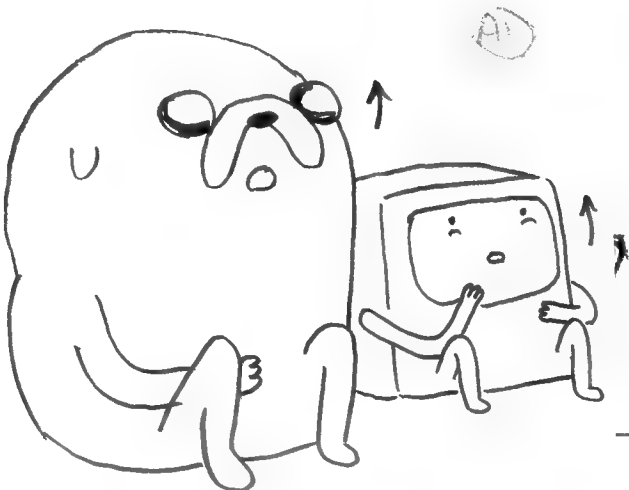
Sc. **119** Pnl. **A** Bg. day night



Sc. **120** Pnl. **A** Bg. day night



Dialog:	RP: JAKE! BMO! (0/5)
Action:	RP: BALLS!
Timing:	- RP IS STANDING ATOP A TRASH PILE.
	MAR 03 2016



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Production:

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ADVENTURE TIME



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Sc. **121** Pnl. **A** Bg. day night



Sc. **121 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:

(RP): BAAA ALLS!



MAR 03 2016

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Production:

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1042 247

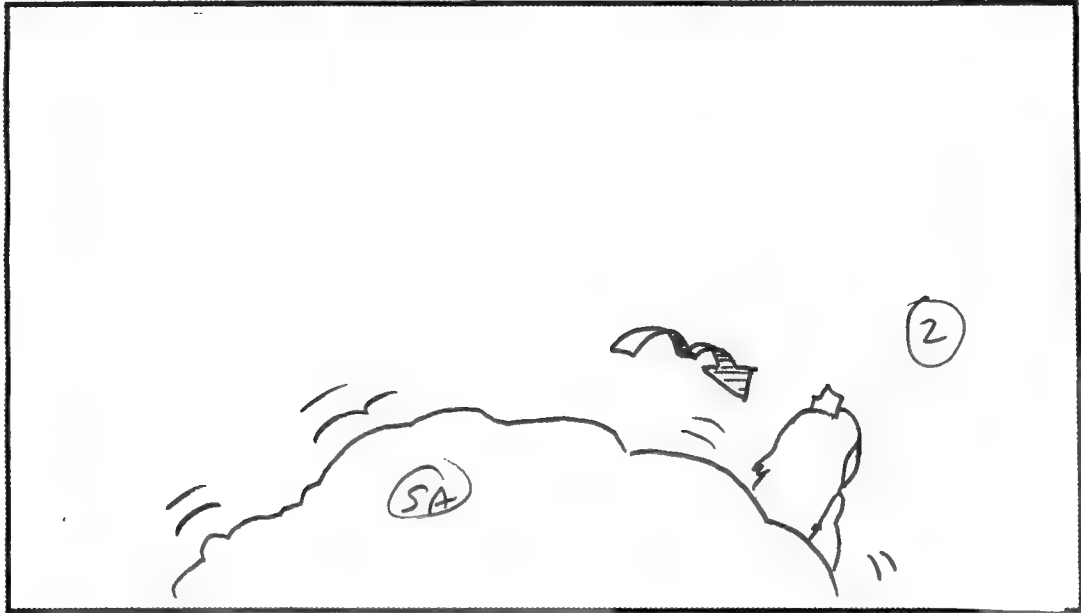
1042 247

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ADVENTURE TIME



Sc. 121 cont Pnl. C Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:	SFX: * RUMBLING *
Action:	①, ② RP RUNS down the back of garbage heap OS. garbage heap shaking
Timing:	MAR 03 2016



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Production:

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ADVENTURE TIME



Page 197

Sc. 122 cont Pnl. B

Bg.

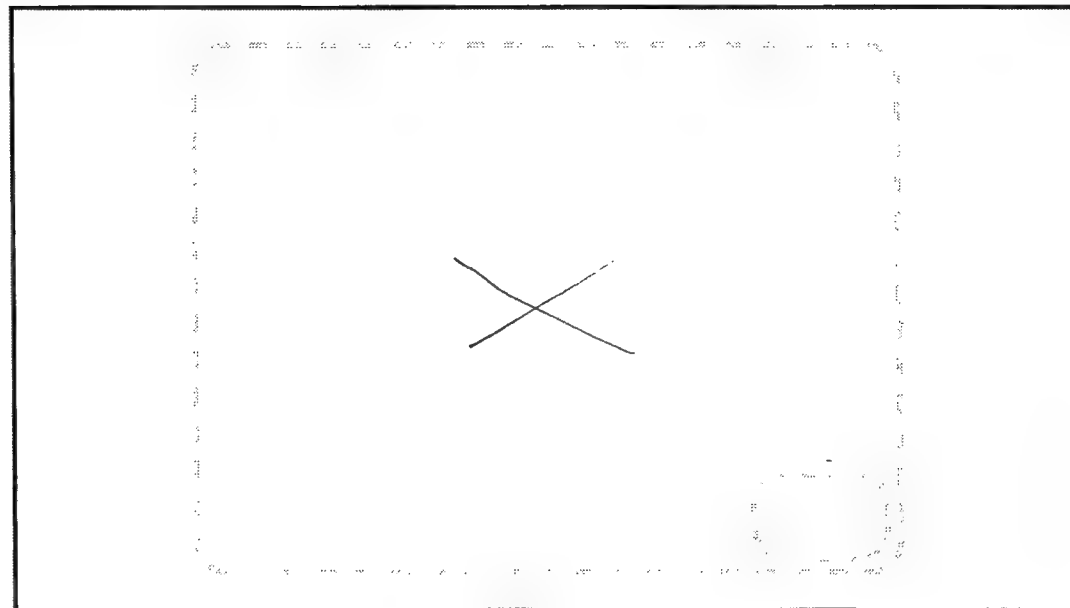
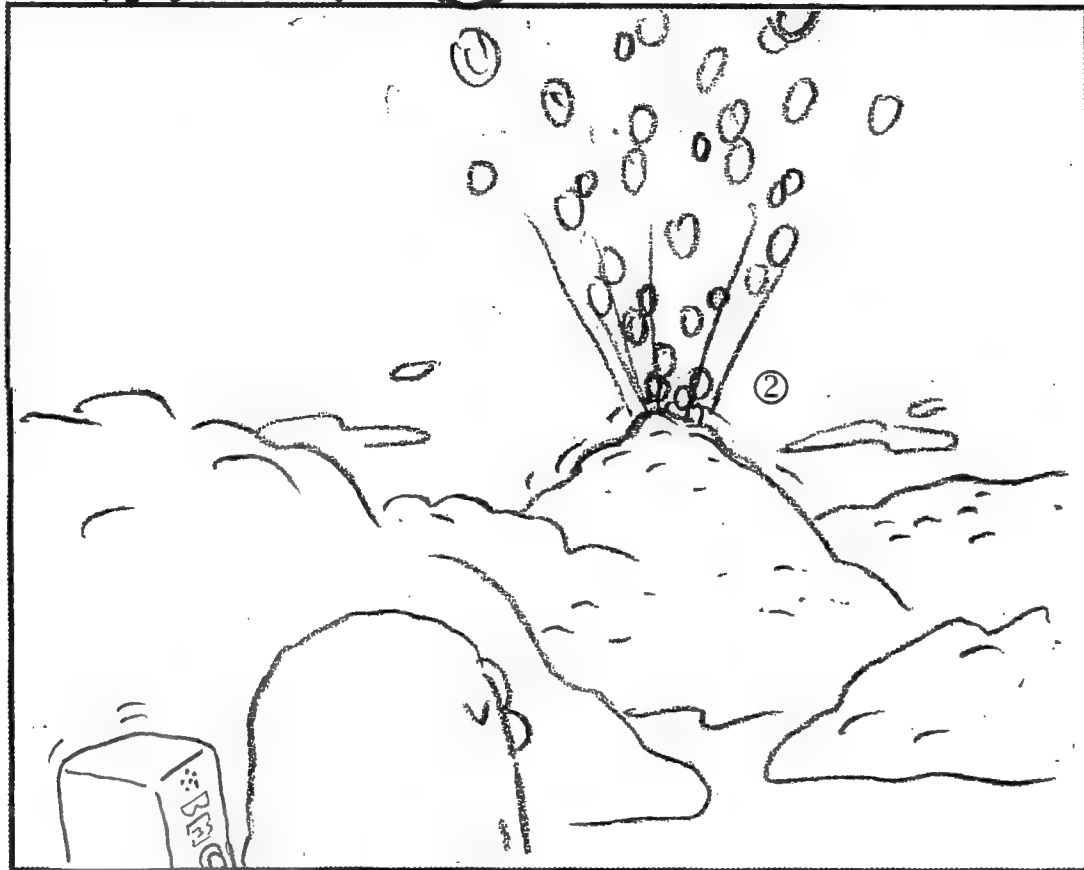
day night

Sc.

Pnl.

Bg.

day night



SFX: ↑ POOM! ↓

- BEACHBALLS ERUPT OUT OF TRASH MOUNTAIN.

MAR 03 2016

Timing:



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Production:

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 123 Pnl. A Bg. day night

Dialog:	① BMO: HURRAYYY
Action:	- BMO, JAKE LEAP TO THUR FEET.
Timing:	MAR 03 2016

EPISODE # 1042-247

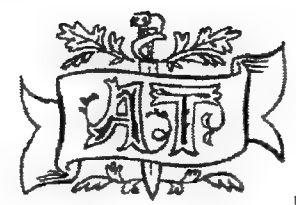
Production:

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1042 247

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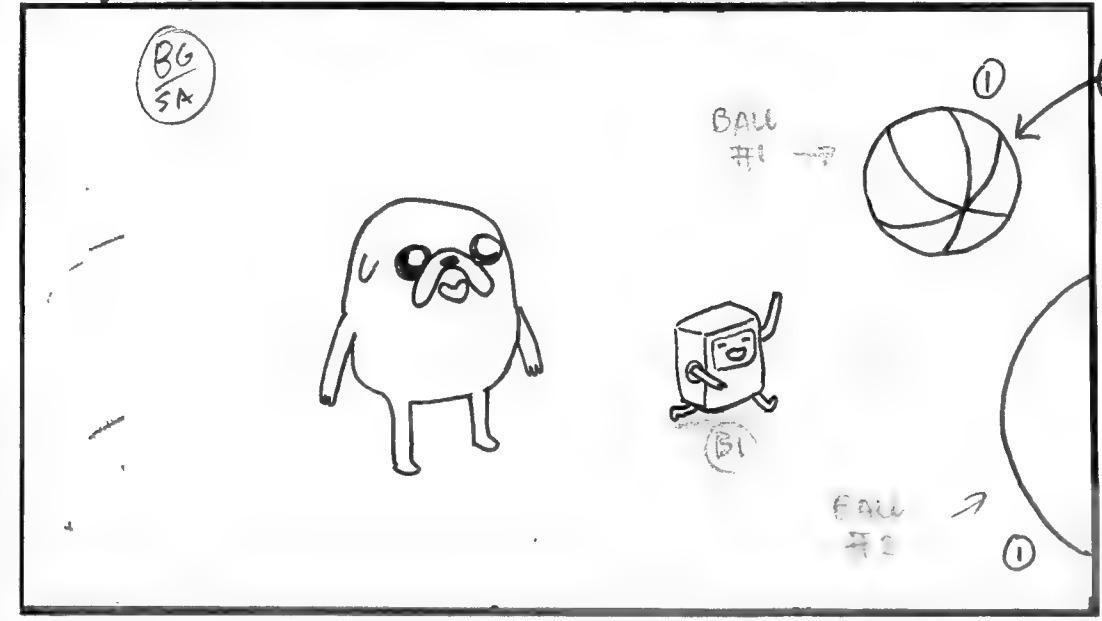
ADVENTURE TIME



Sc. **123 cont** Pnl. **B**

Bg.

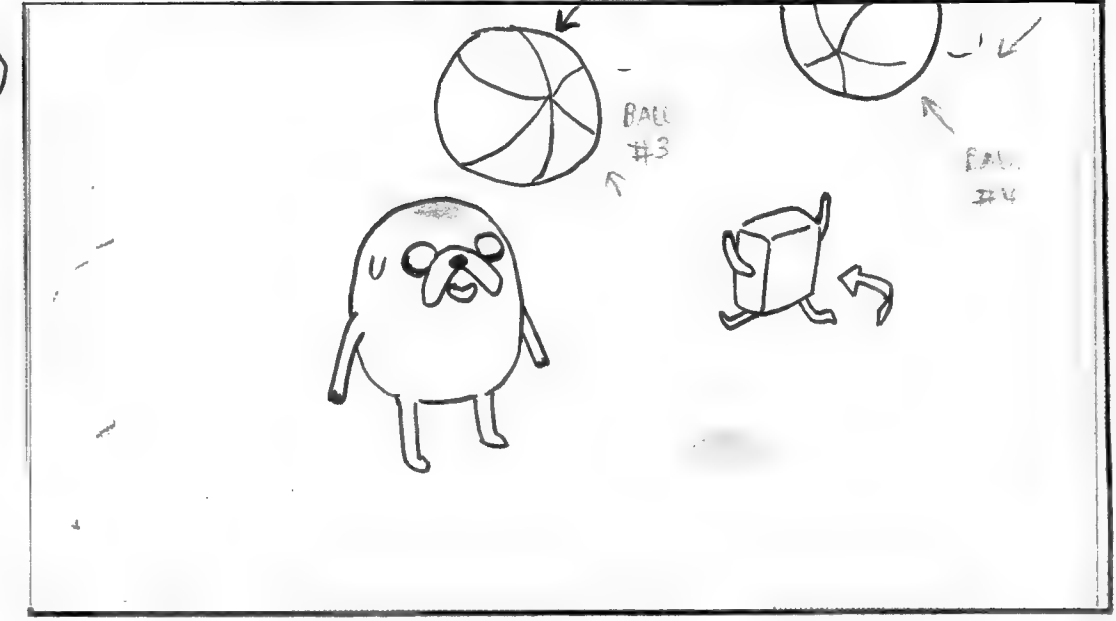
day night



Sc. **123 cont** Pnl. **C**

Bg.

Page **199**
day night



Dialog:		
Action:		
Timing:		

EPISODE # 1042-247

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Production:

1042 247

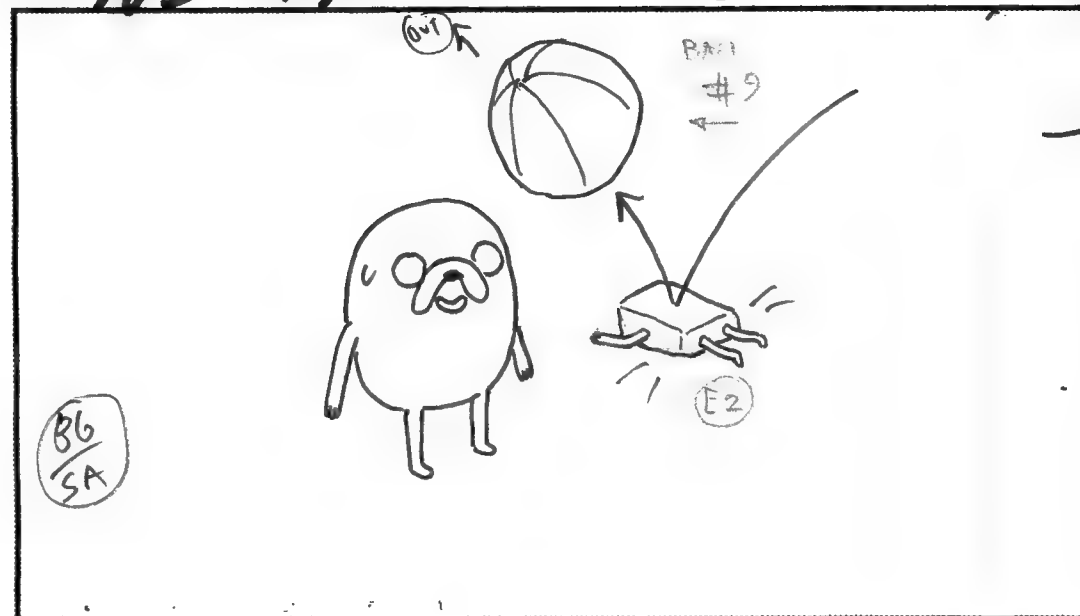
NO SC 124

199A
Page 200 NEXT
day night

Sc. **123 cont** Pnl. D ↓ BALL #6 
Bg. day night



Sc. *173 cont* Pnl. E Bg.



EPISODE # 1042-247

1042247

Dialog	Action	Timing
	<p>The storyboard consists of three panels. The first panel shows a large beach ball with a small circle above it labeled 'PAU #8' and an arrow pointing to it. The second panel shows the same beach ball with a small circle above it labeled 'BAU #6' and an arrow pointing to it. The third panel shows the beach ball with a small circle above it labeled 'BAU #7' and an arrow pointing to it. Below the beach ball, two small robot characters are shown. The first robot is labeled 'D1' and the second is labeled 'D2'. An arrow points from the first robot to the second, and another arrow points from the second robot to the right, labeled 'OUT'.</p>	

BMD Oof!

MAR 03 2016

Production:

10 Δ 7

1042 247

ADVENTURE TIME



Page **200**

Sc. **125**

Pnl. **A**

Bg.

day night

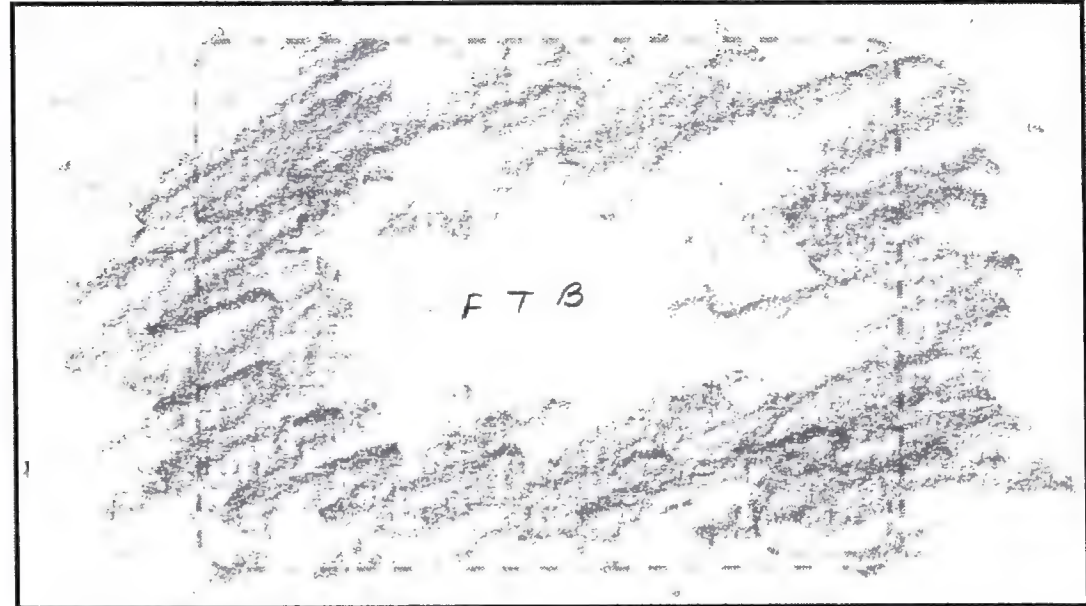


Sc. **125 CONT**

Pnl.

Bg.

day night



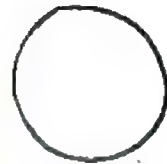
Dialog:

①: TRULY, THIS IS A FINE KINGDOM.



Action

Timing



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Production:

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ADVENTURE TIME

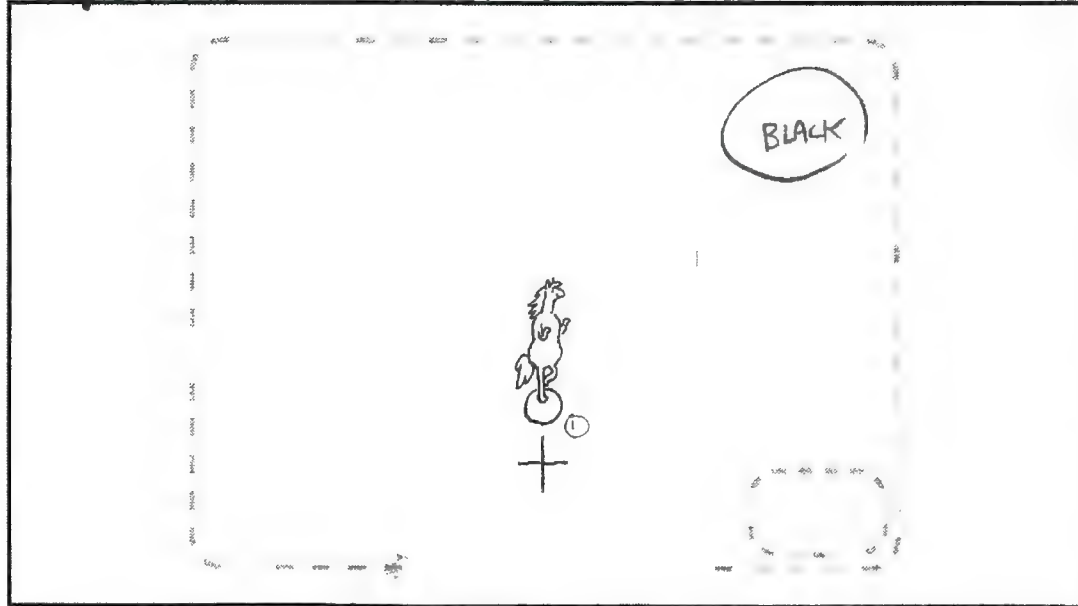


Sc. **126**

Pnl. **A**

Bg.

day night

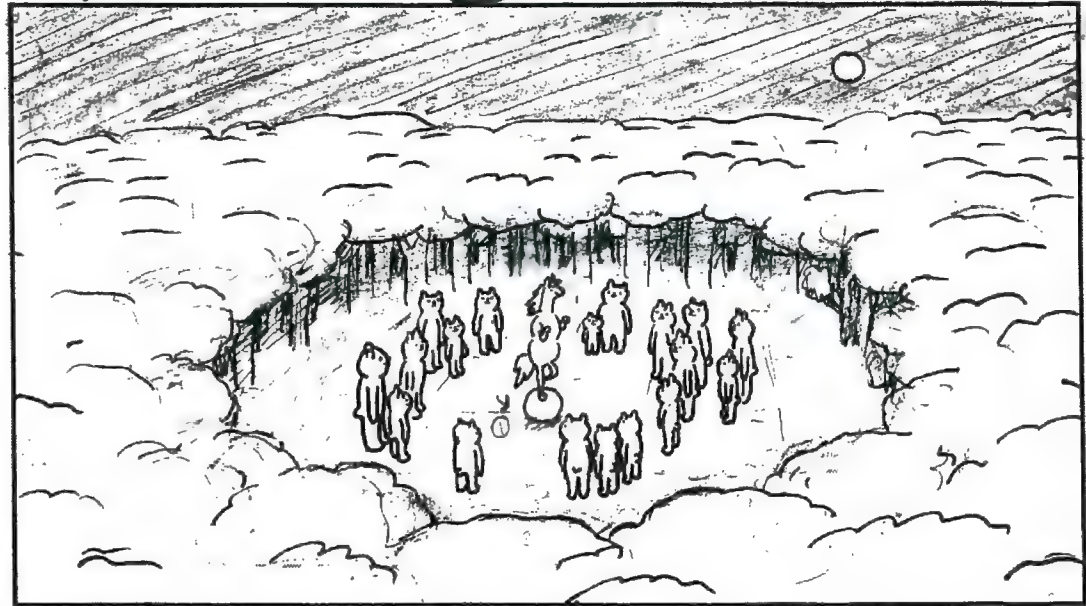


Sc. **126 cont**

Pnl. **B**

Bg.

day night



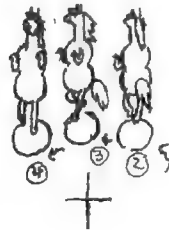
Page **201**

Dialog:

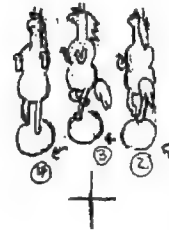
James: James Baxter!

Action:

- FADE IN
- JAMES RIDING BALL



- BG / CROWD FADES IN



Timing:

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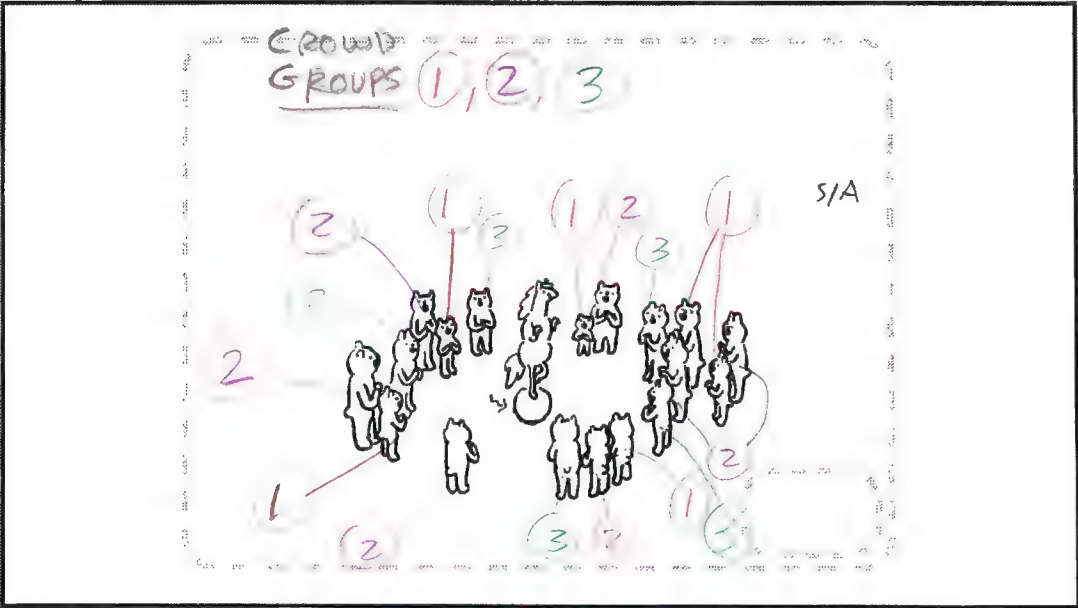
ADVENTURE TIME



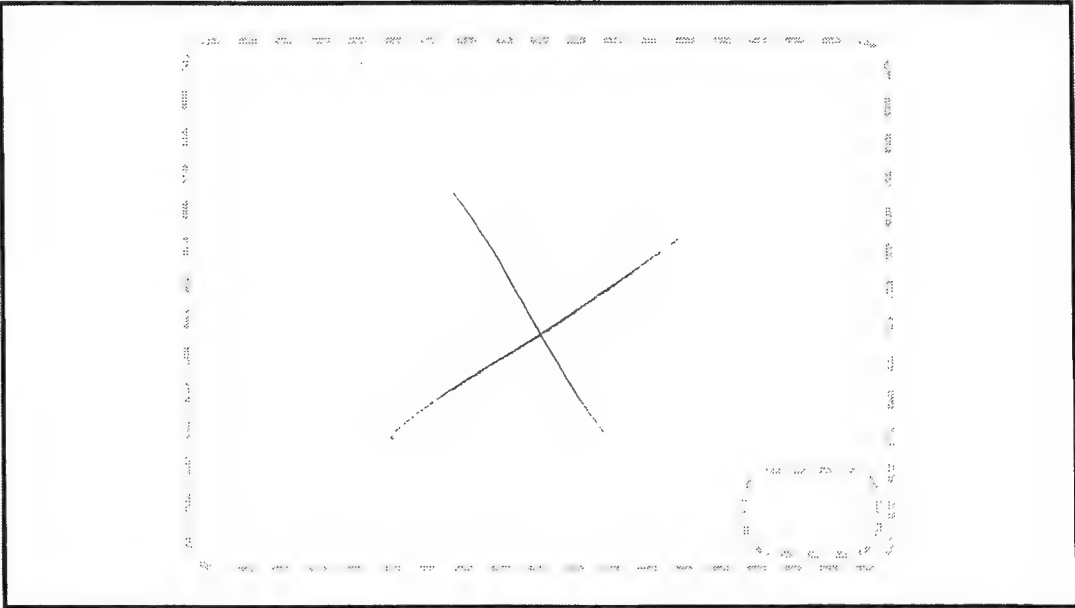
Page 202

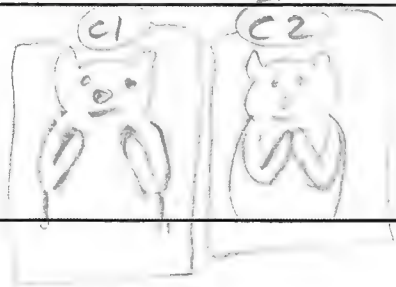
Sc. 186 cont Pnl. C

Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<p>BEARS: WOOO! SFX: [APPLAUSE]</p> 
Action:	
Timing:	MAR 03 2016

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ADVENTURE TIME

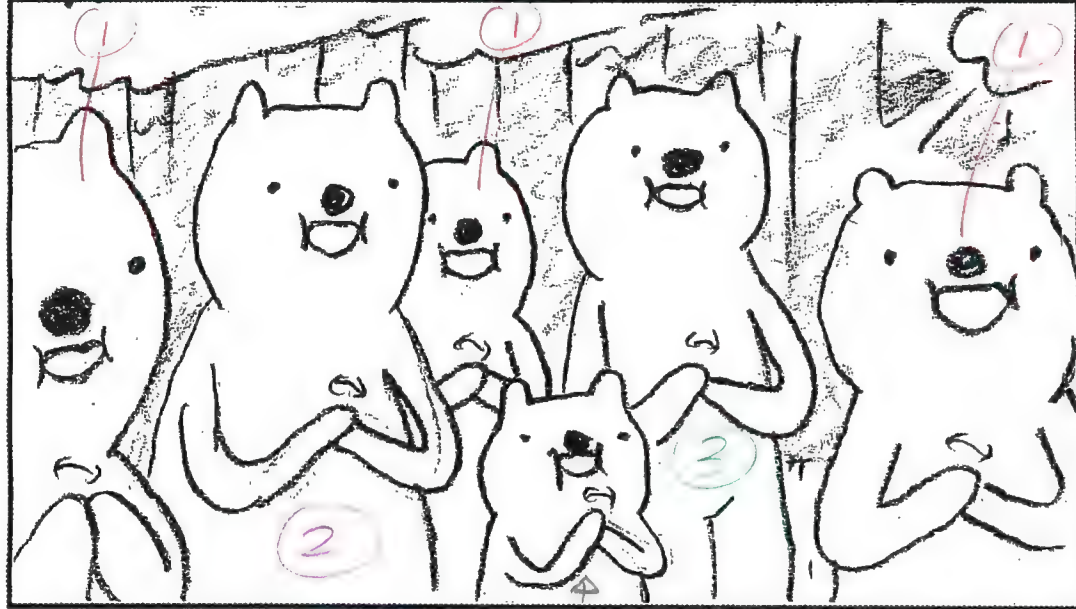


Sc. 127

Pnl. A

Bg.

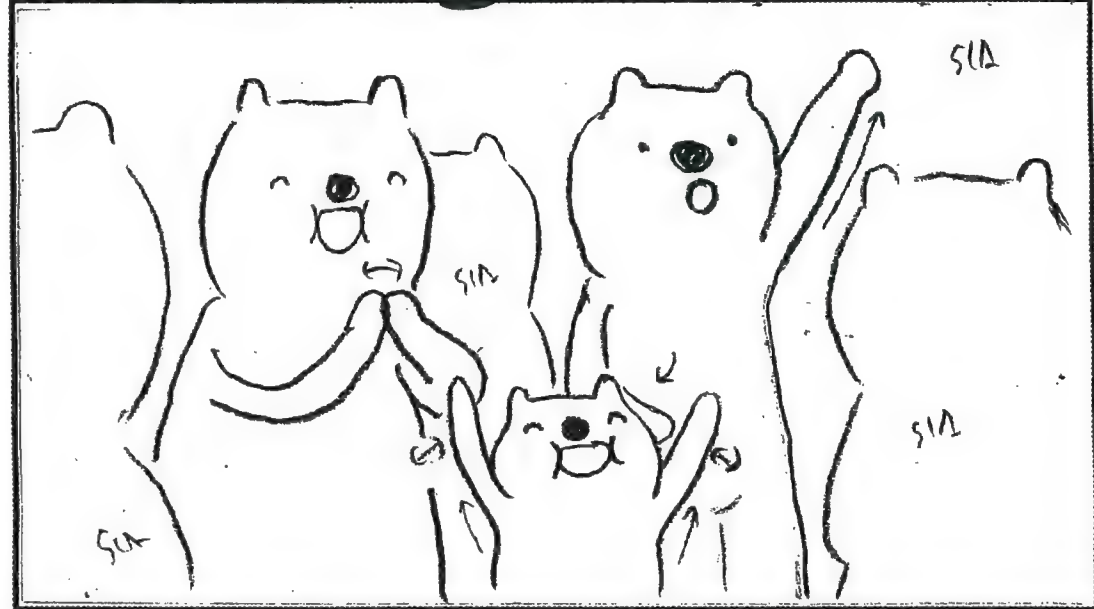
day night



Sc. 127 cont Pnl. B

Bg.

Page 203
day night



Dialog:

CROWD GROUP ①

KID

SFX: * APPLAUSE CONTINUES *

Action:



Timing:

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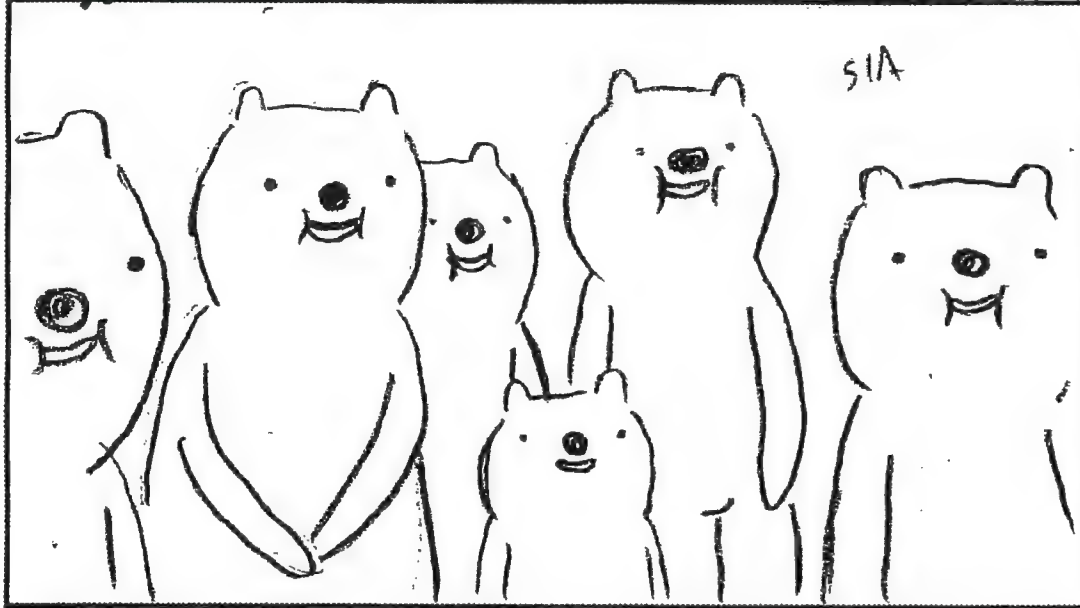
ADVENTURE TIME



Sc. *127 cont* Pnl. *C*

Bg.

day night

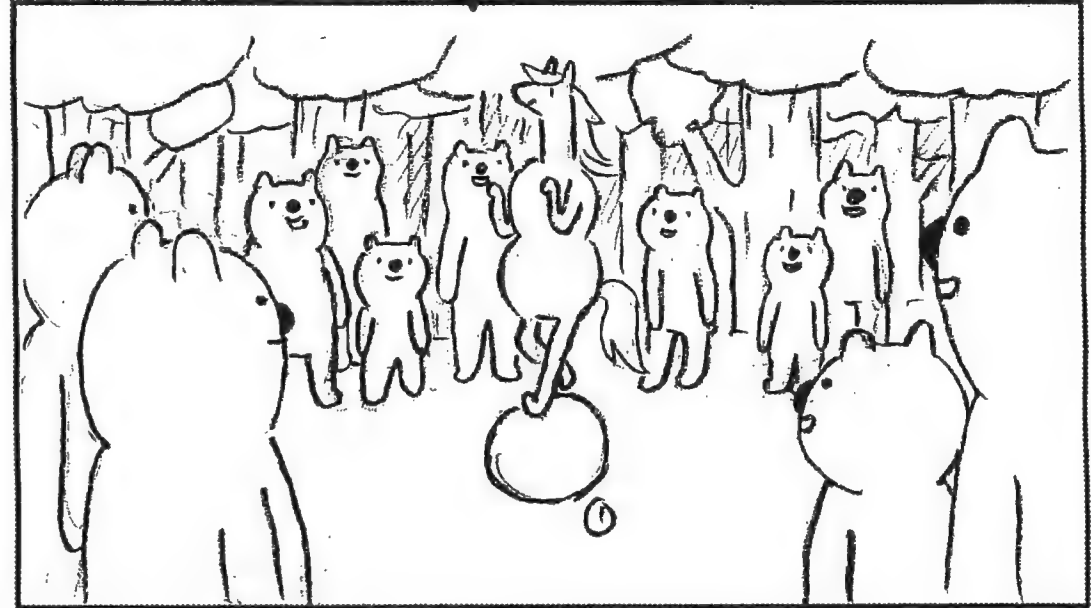


Sc. *128*

Pnl. *A*

Bg.

Page *204*
day night



EPISODE # 1042-247

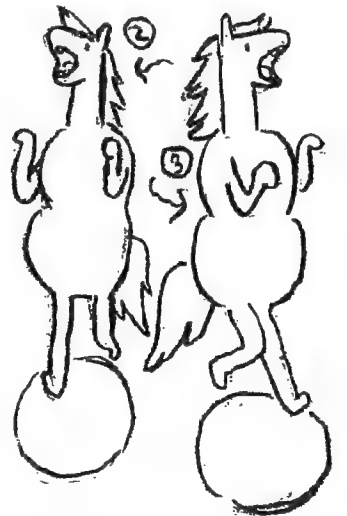
Dialog:

(JB) JA-A-A-MES -

Action:

Timing:

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ADVENTURE TIME

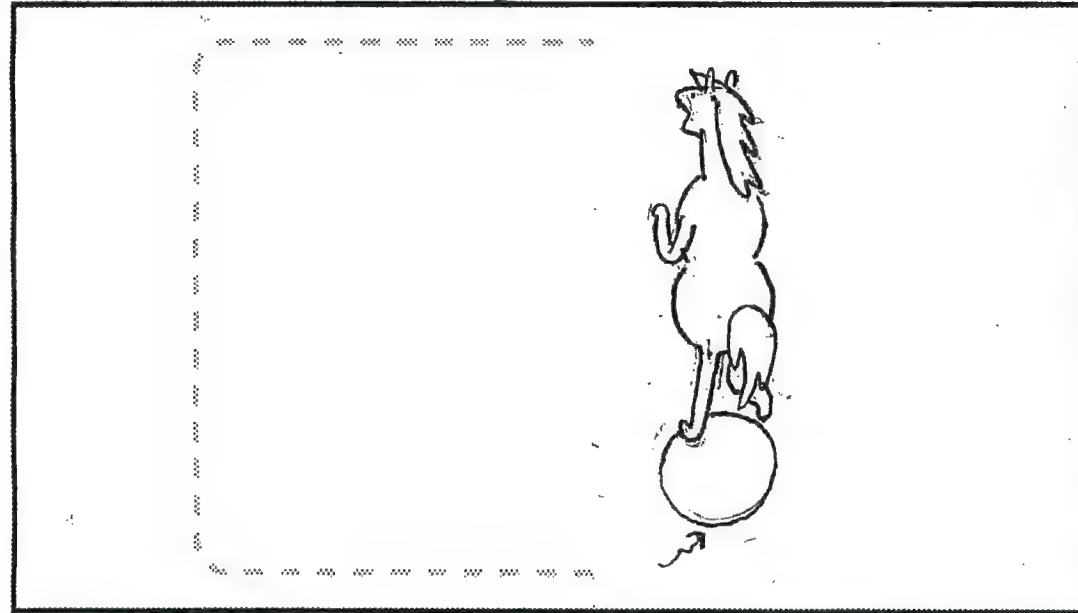


Page **205**
day night

Sc. **128 cont** Pnl. **B**

Bg.

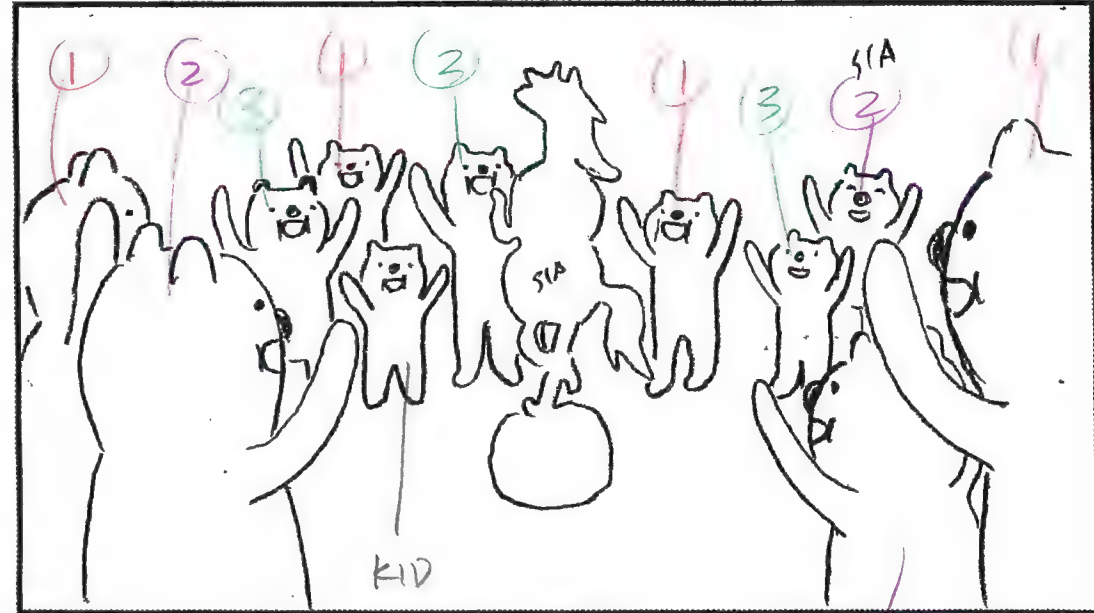
day night



Sc. **128 cont** Pnl. **C**

Bg.

day night



Dialog:

(JB) BAXT-E-E-E R!

Action:

Timing:

CROWD
GROUPS
(1) (2) (3)

BEAR
CROWD = CHEER

- JB BALANCING
ON THE SPOT

MAR 03 2016

1042-247

EPISODE #

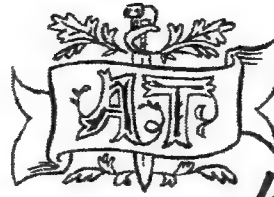
1042 247

Production:

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1042 247

ADVENTURE TIME

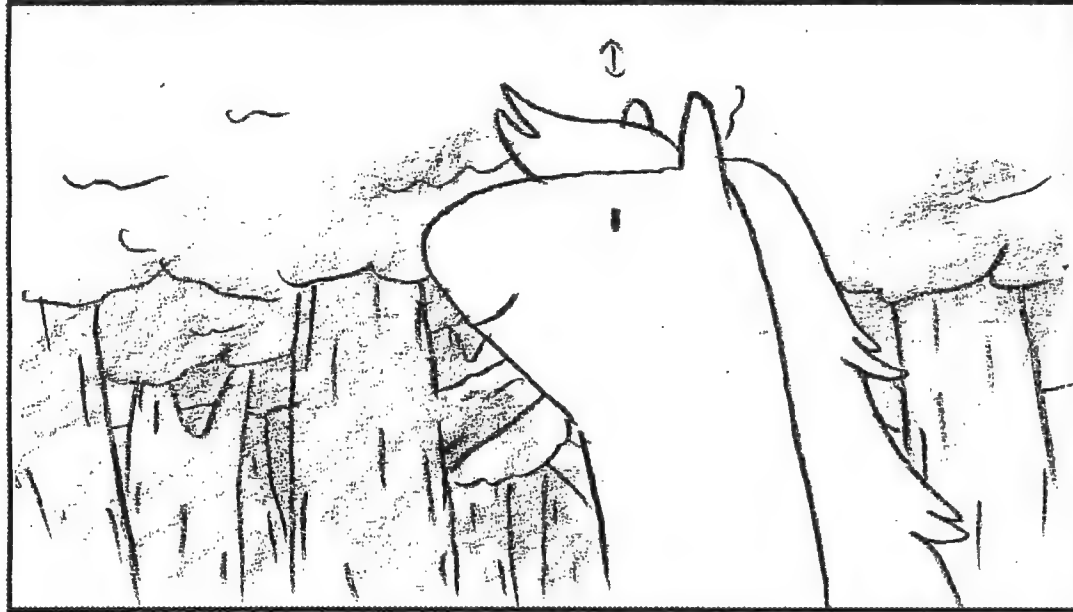


Sc. **129**

Pnl. **A**

Bg.

day night

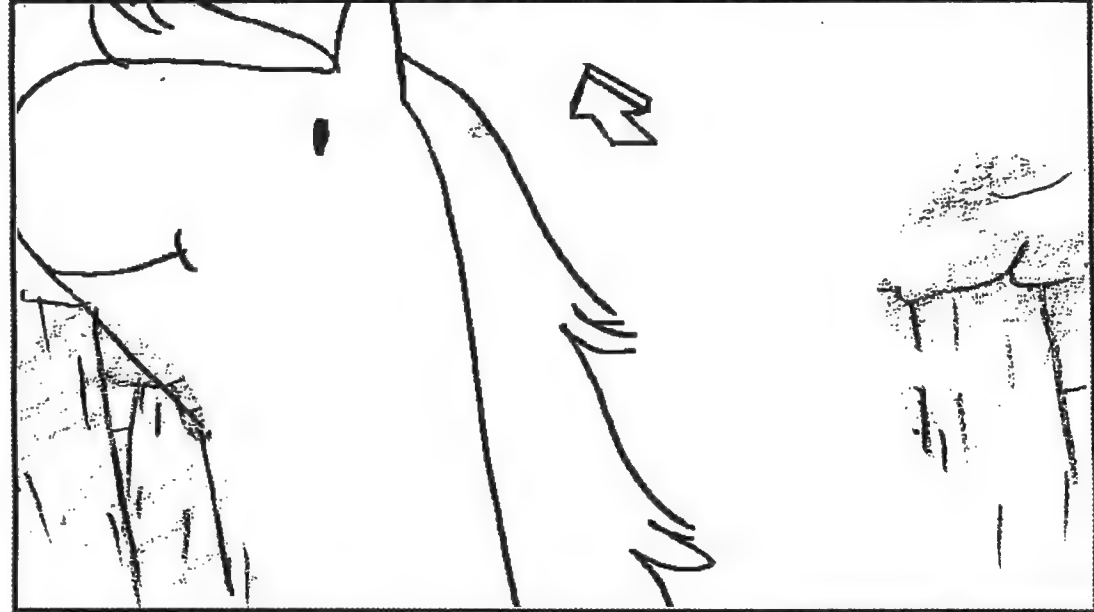


Sc. **129 CONT**

Pnl. **B**

Bg.

day night



Page **206**

Dialog:

(JB) (QUICK)
JAMES BAXTER

Action:

Timing:



(AI)

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ADVENTURE TIME



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day night

Sc. 129 cont Pnl. C Bg.

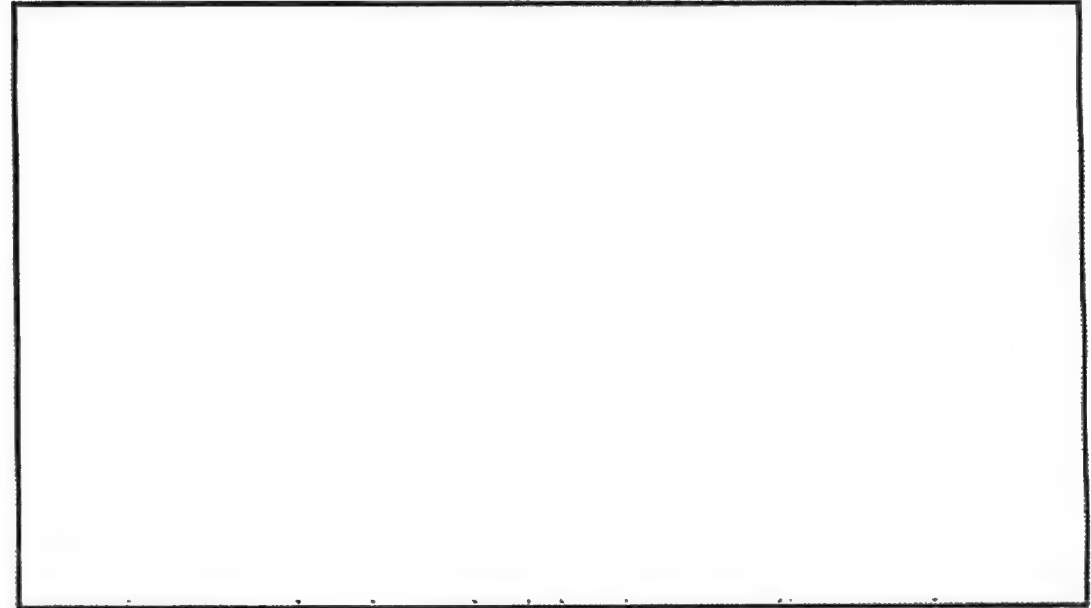
day night

Sc.

Pnl.

Bg.

day night



Dialog:

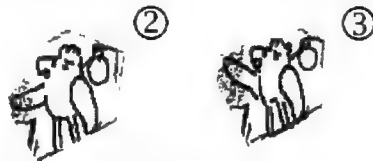
BAT : SQUEAKING FAINTLY

Action:

1, 2, 1 - BAT squeaks
- BAT REVEALS

MAR 03 2016

Timing:



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Production:

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ADVENTURE TIME



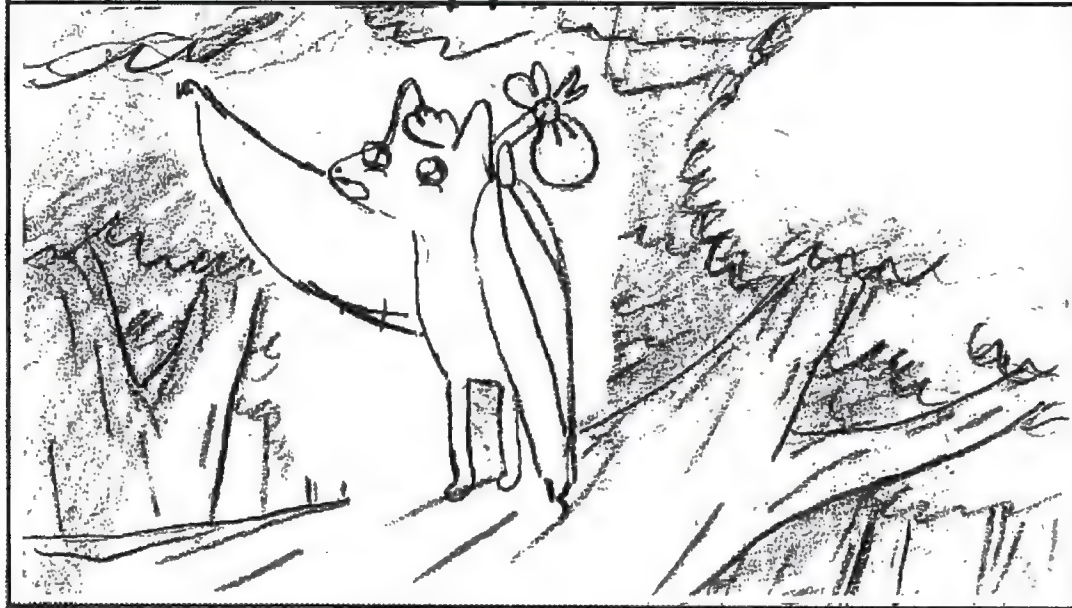
Page **208**
day night

Sc. **130**

Pnl. **A**

Bg.

day night



Sc. **130 cont** Pnl. **B**

Bg.

day night



Dialog:

(FB) [SOBBING]

Action:

-F. BAT AWAITS REPLY.

-TEARS STREAM DOWN FB'S FACE.

MAR 03 2016

Timing:

EPISODE # 1042-247

Production:

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ADVENTURE TIME

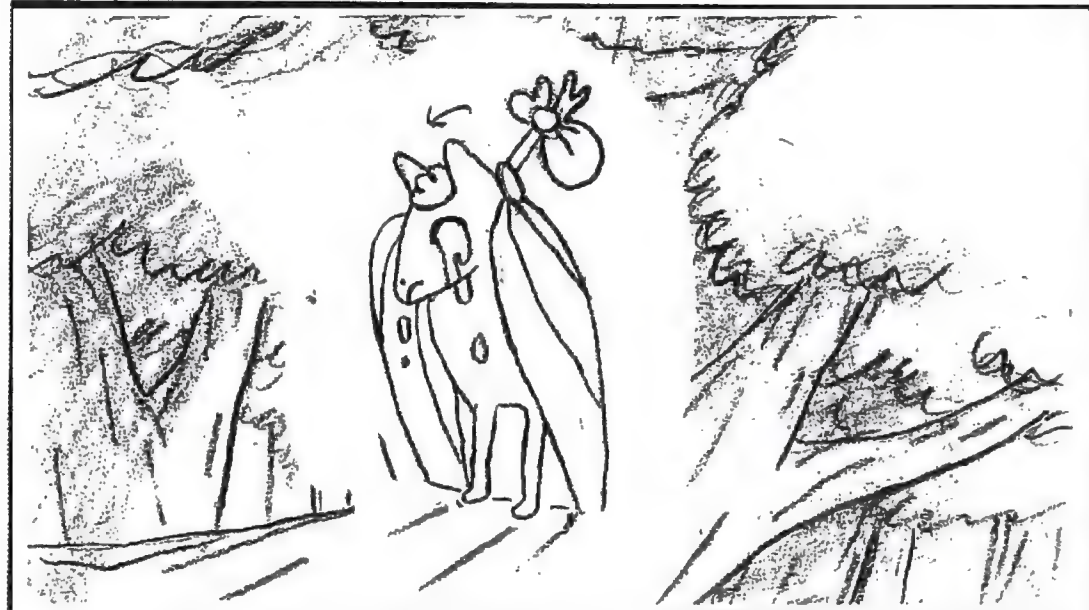


Page **209**
day night

Sc. 130 *cont* Pnl. *C*

Bg.

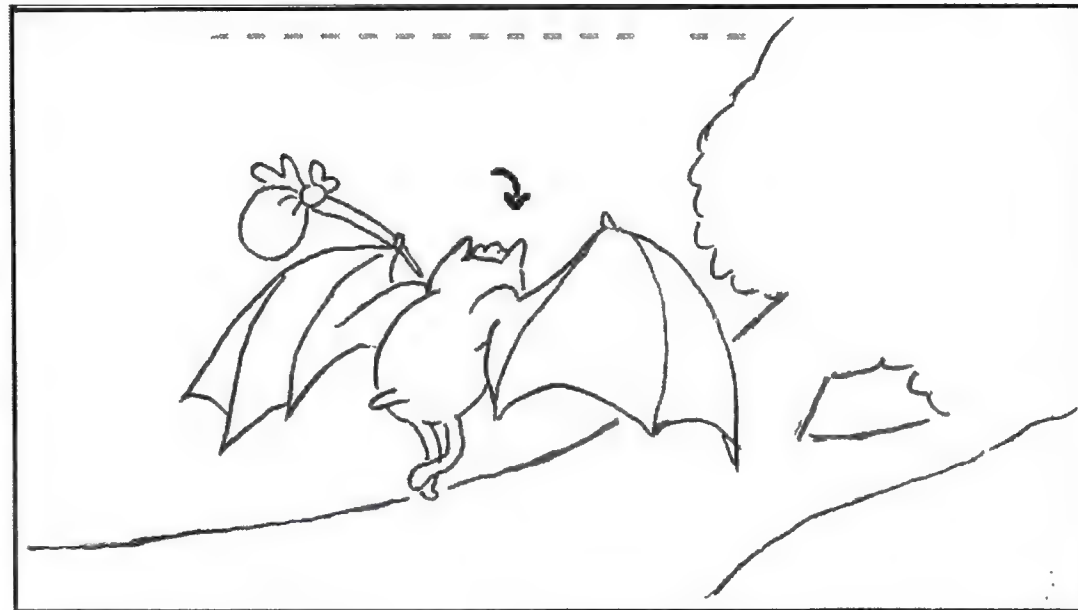
day night



Sc. 130 *cont* Pnl. *D*

Bg.

day night



Dialog:

(FB) SQUEAK-SQUEAK
[GOOD-BYE]

Action:

- FB OPENS WINGS.

MAR 02 2015

Timing:

EPISODE # 1042-247

Production:

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1042 247

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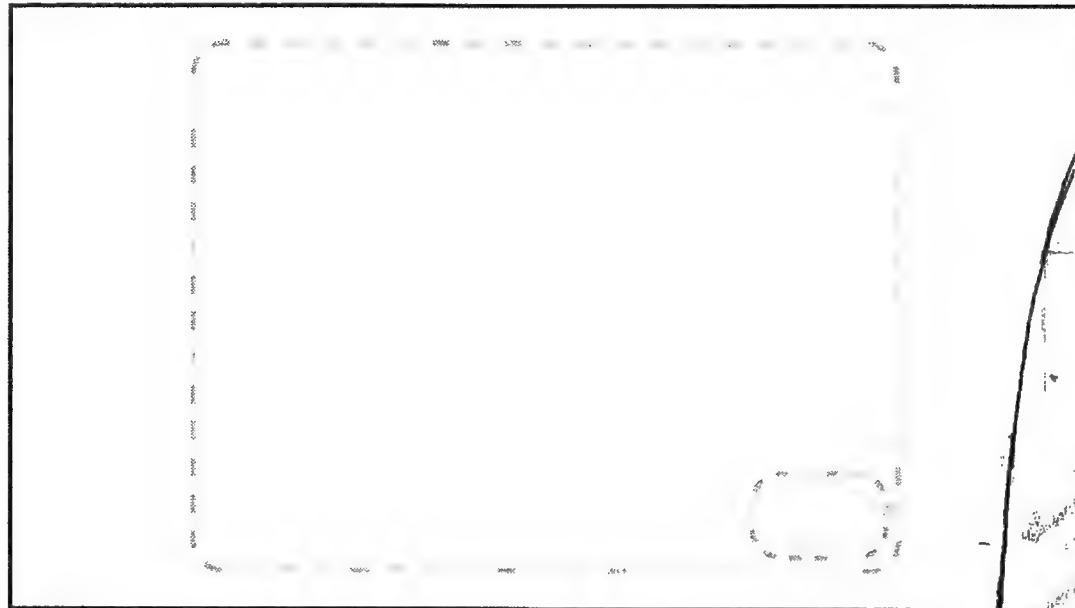
ADVENTURE TIME



Sc. 130 *cont* Pnl. *E*

Bg.

day night



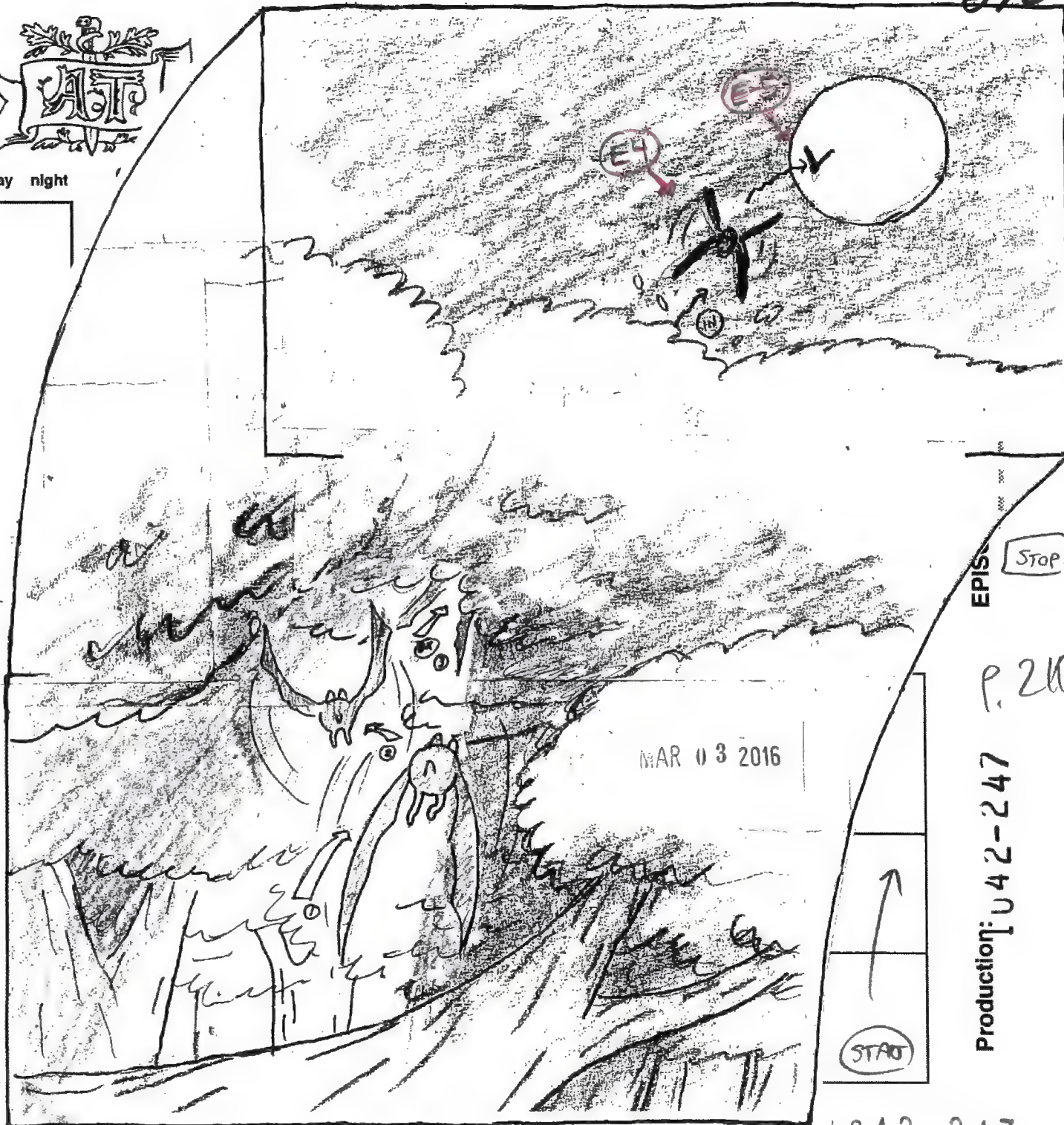
Dialog:

Action:

-FB FLES THROUGH
CANOPY AND INTO
THE DISTANCE.

Timing:

-PAN W/ BAT



EPIS

Stop

Production: 1042-247

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ADVENTURE TIME

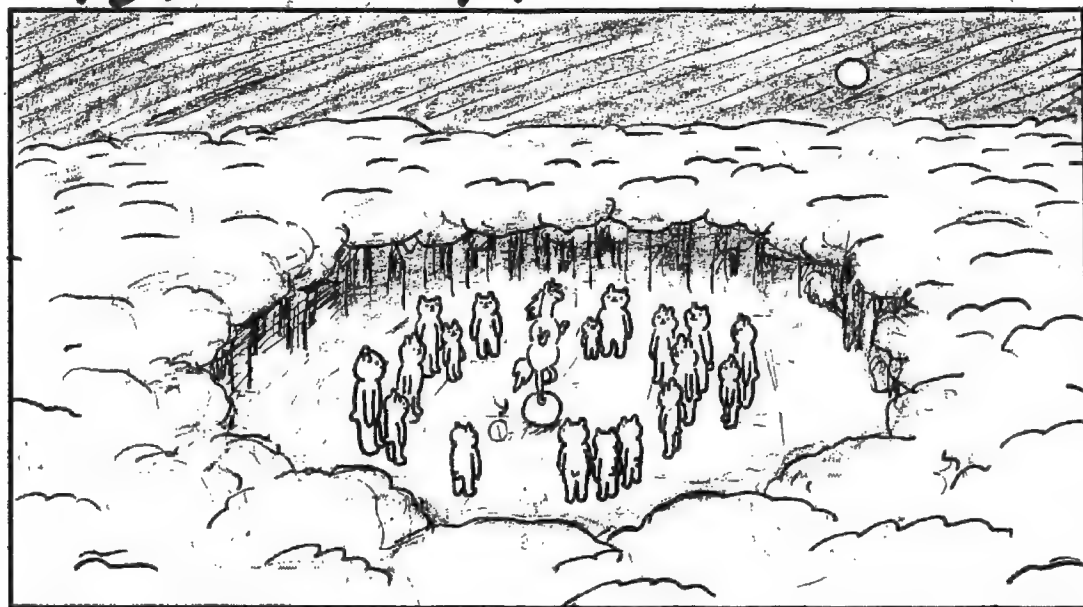


Sc. **131**

Pnl. **A**

Bg.

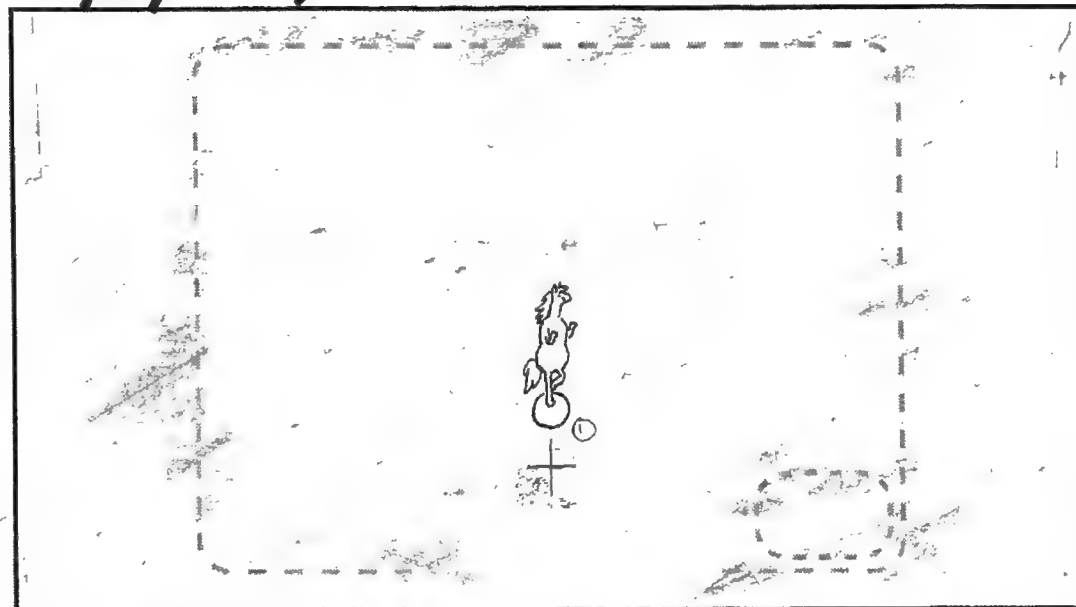
day night



Sc. **131/cont** Pnl. **B**

Bg.

Page **211**
day night



Dialog:

Ⓔ: (V/O) (PITCHED DOWN)
WANT SOME →

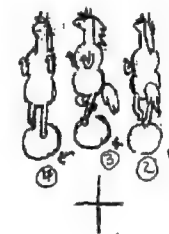
Action:

- BEARS WATCH JB.
- JB CONTINUES RIDING IN CIRCLES.



Timing:

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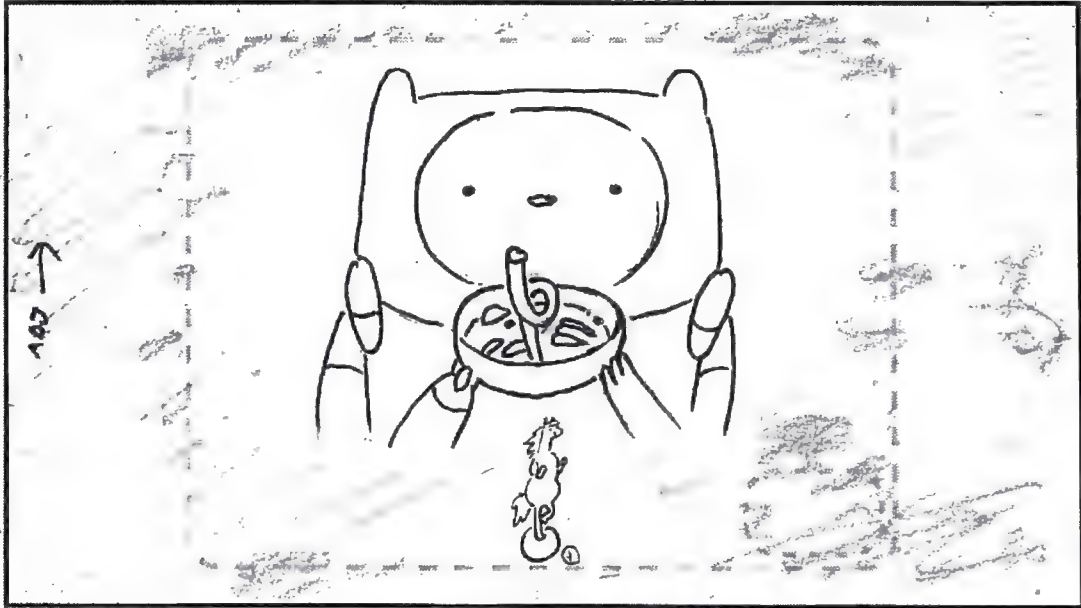
ADVENTURE TIME



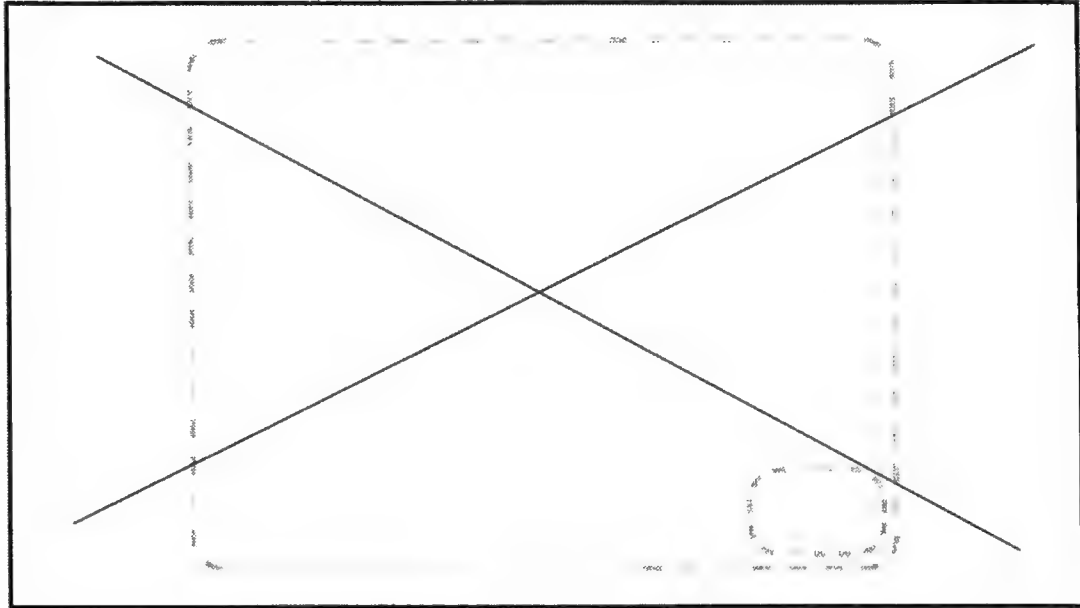
Page 212
day night

Sc. B1 cont Pnl. C

Bg. day night



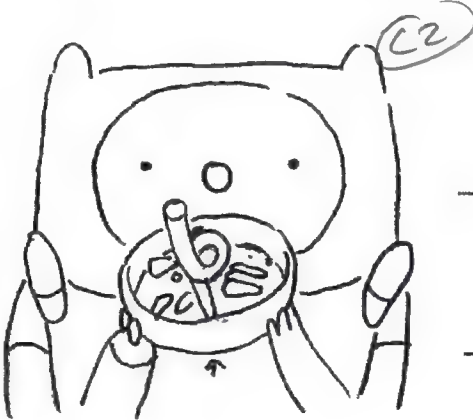
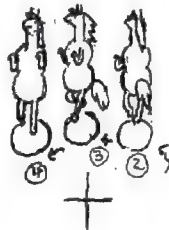
Sc. Pnl. Bg. day night



Dialog:

F: Want some
SOOOOUP ?

Action:



Timing:

- FINN DISSOLVES ON/S.

MAR 03 2016

EPISODE # 1042-247

Production:

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1042-247

ADVENTURE TIME



Sc. 132

Pnl. A

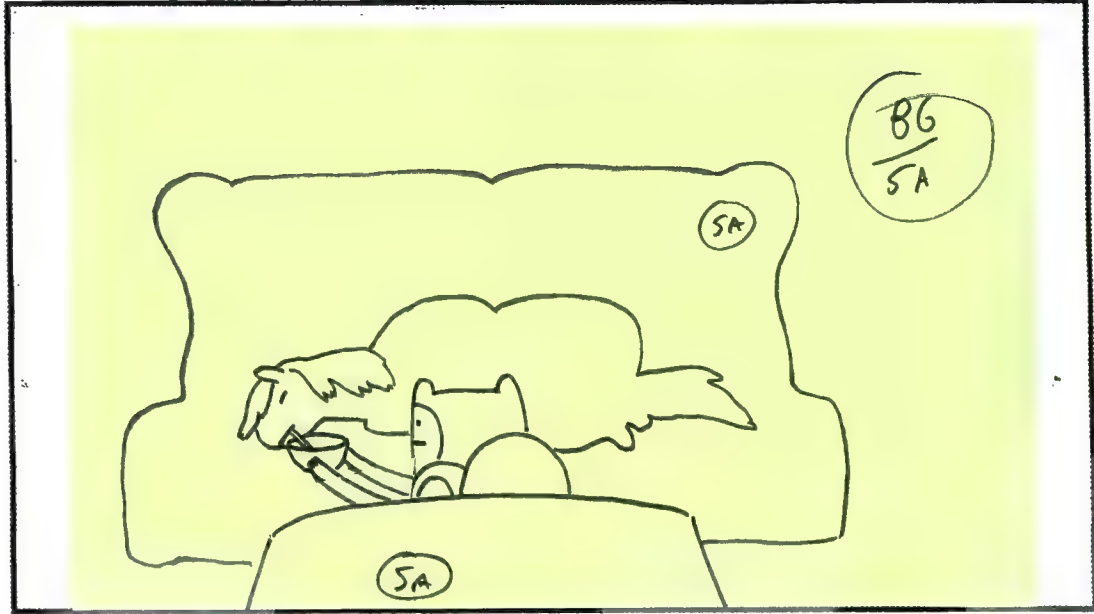
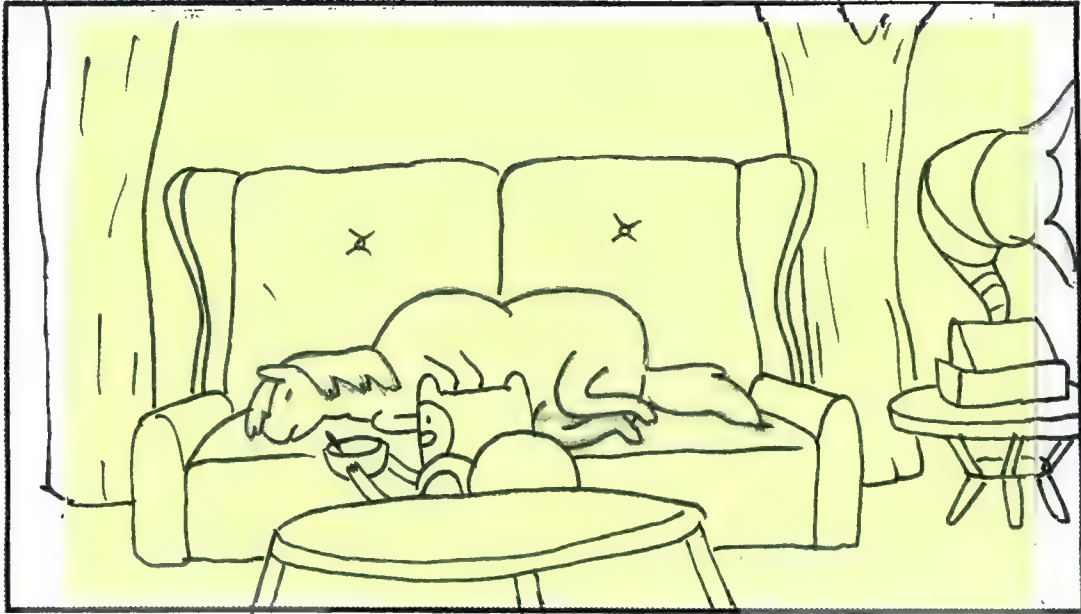
Bg.

day night

Sc. 132 cont Pnl. B

Bg.

Page 213
day night



Dialog:

Ⓣ I MADE IT OUT
OF ICE CREAM
SANDWICH...

Action:

- F POKES STRAW
INTO JO'S MOUTH

MAR 03 2016

Timing:

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Production:

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ADVENTURE TIME



Sc. **133**

Pnl. **A**

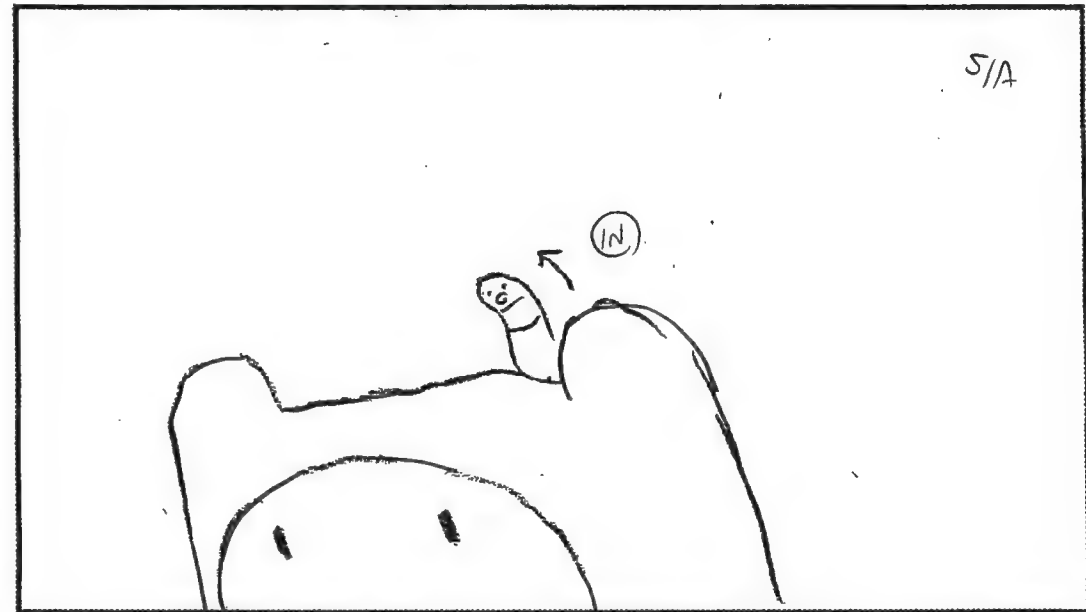
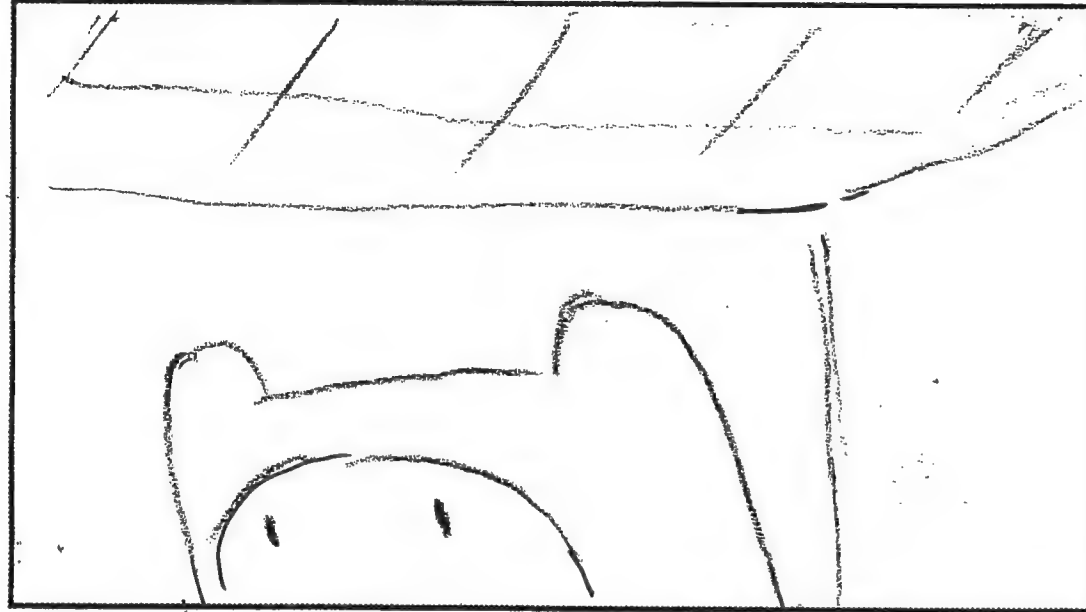
Bg.

day night

Sc. **133 cont** Pnl. **B**

Bg.

Page **214**
day night



Dialog:

⑤: YOU'RE STILL
BEING WEIRD,
DUDE

Action:

-SHELBY CLIMBS ON/C.

MAR 03 2016

Timing:

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Production:

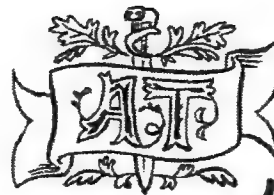
1042 247

1042 247

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ADVENTURE TIME

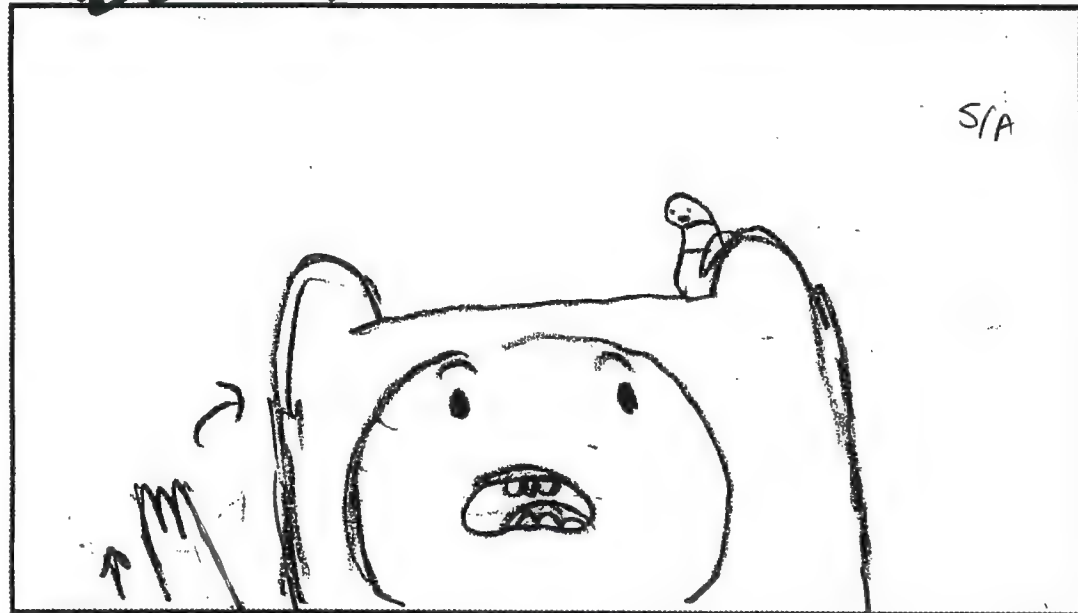


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day night

Sc. **133 cont** Pnl. **C**

Bg.

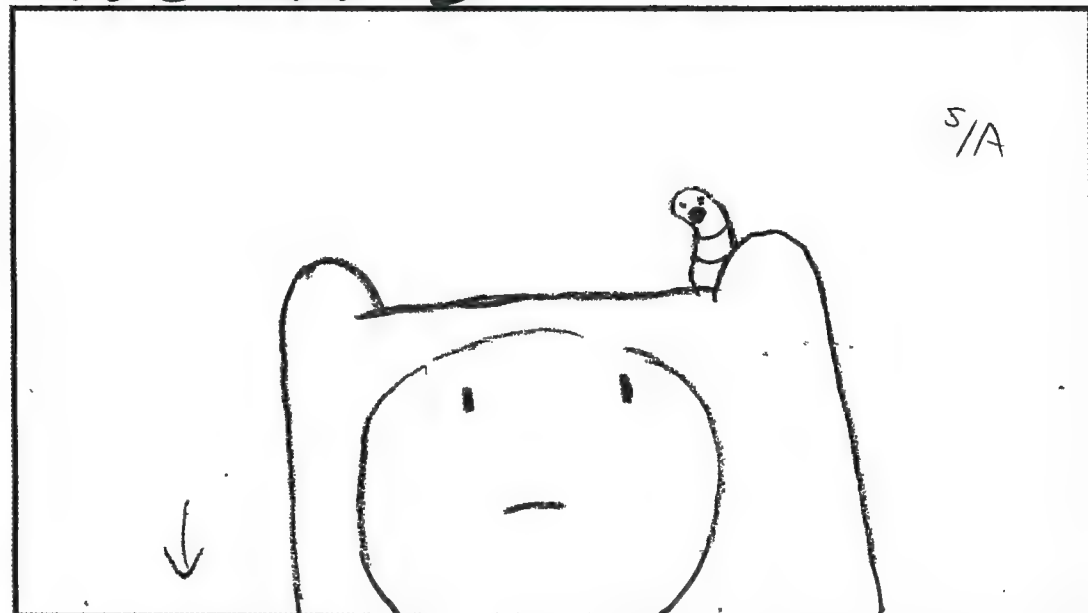
day night



Sc. **133 cont** Pnl. **D**

Bg.

day night



EPISODE # **1042-247**

1042 247

Dialog:

F: WELL WHAT AM I SUPPOSED TO DO -

S = YOU GOTTA SLAP HIM, DUDE.

F = HUH.

Action:

Timing:

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ADVENTURE TIME



Page **216**
day night

Sc. **133 cont** Pnl. **E**

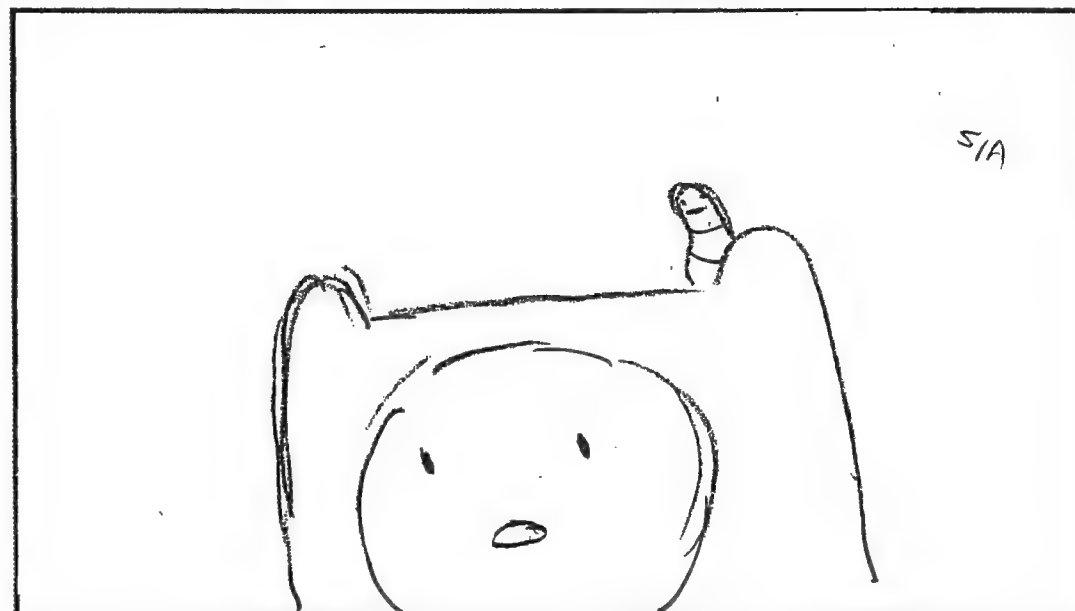
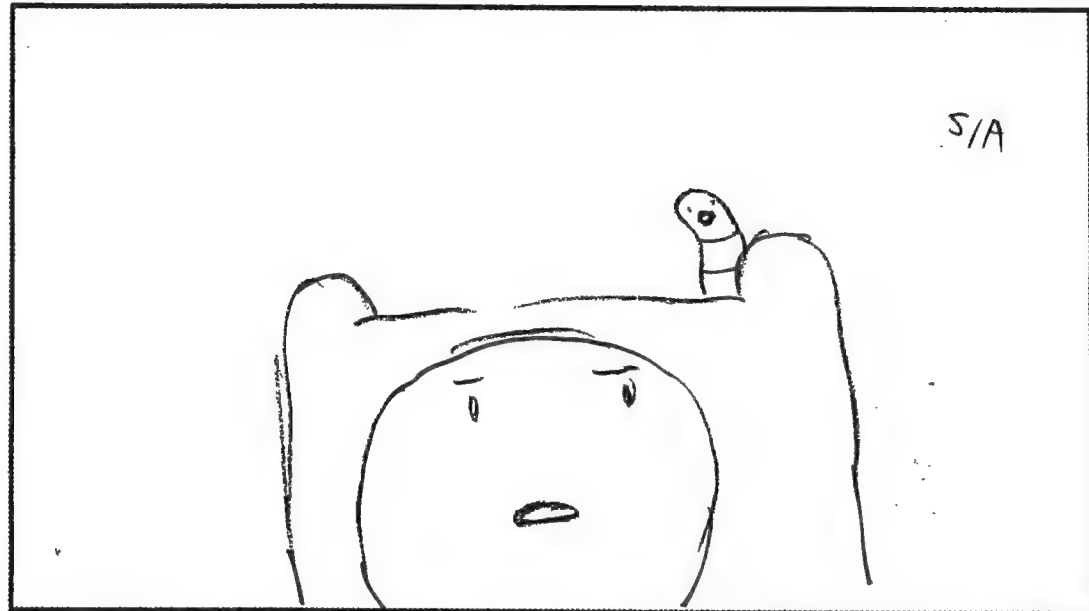
Bg.

day night

Sc. **133 cont** Pnl. **F**

Bg.

day night



Dialog:

(S): SLAP HIM
WITH SUM **E**
REAL TALK.

(F) OH-

Action:

MAR 03 2016

Timing:

EPISODE # **1042-247**

Production:

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ADVENTURE TIME

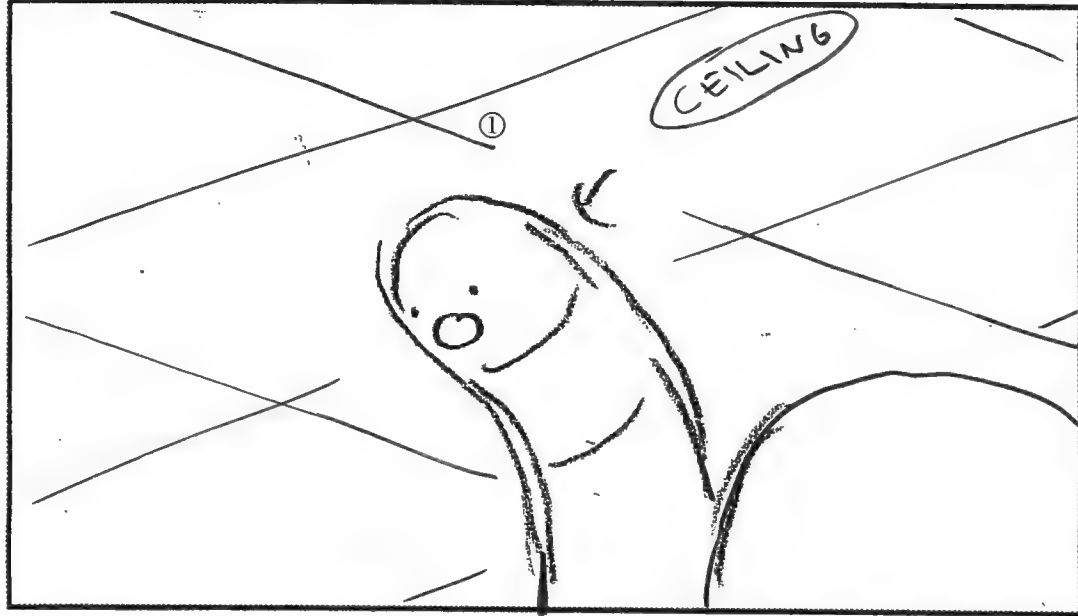


Sc. 134

Pnl. A

Bg.

day night



Sc. 135

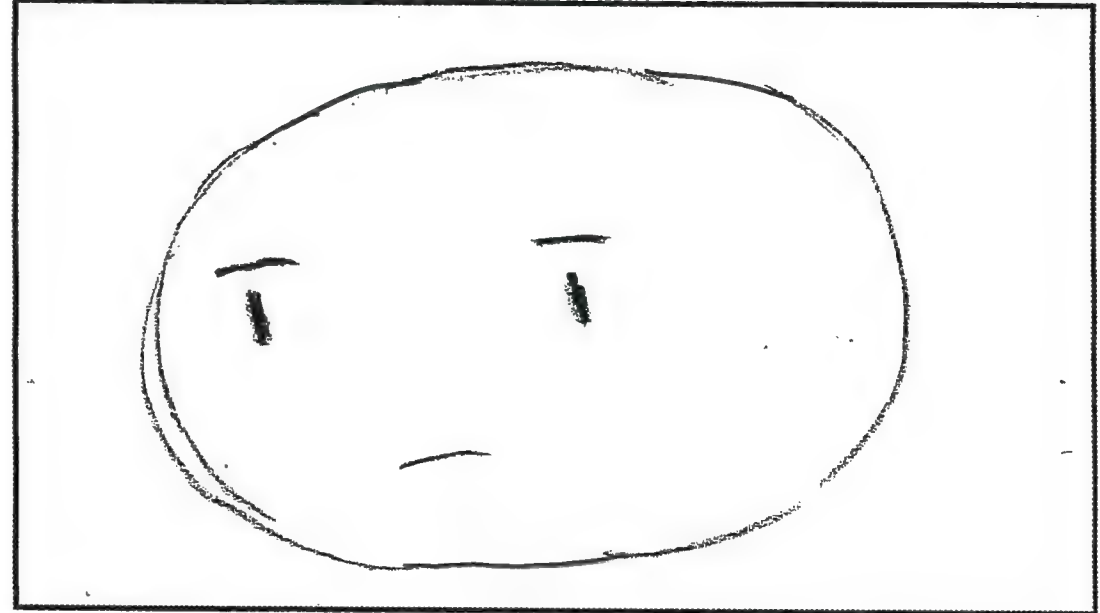
Pnl. A

Bg.

Page

317

day night



EPISODE # 1042-247

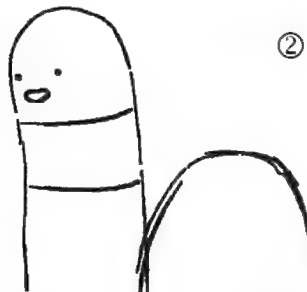
Dialog:

(S): STAB HIM

(P)-WHAT?!

Action:

Timing:



MAR 03 2016



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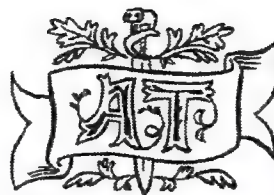
1042 247

1042 247

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ADVENTURE TIME

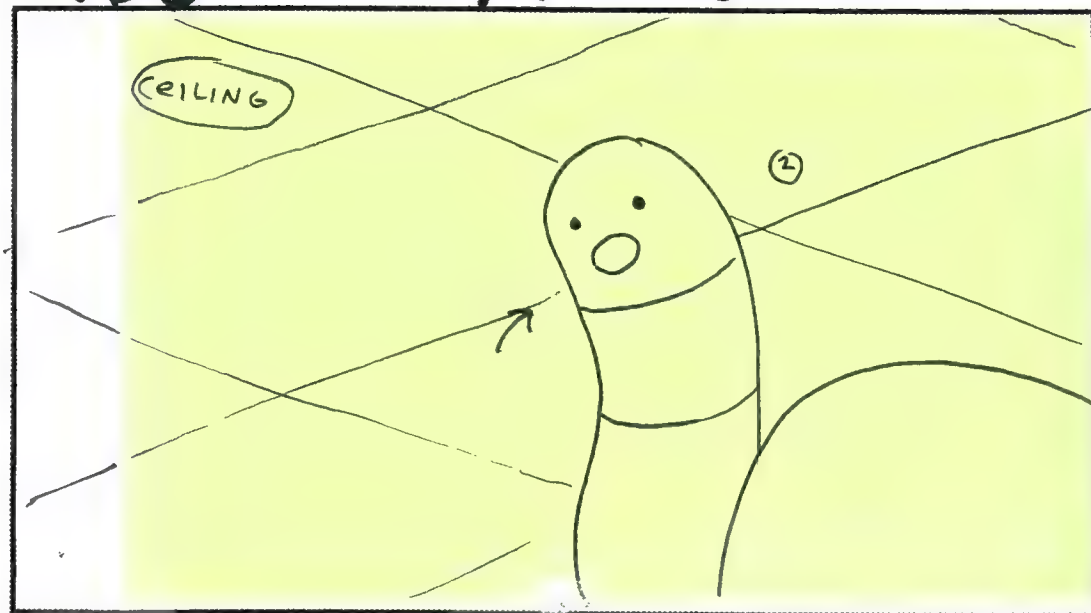


Sc. 136

Pnl. A

Bg.

day night



Sc. 137

Pnl. A

Bg.

Page 218
day night



Dialog:

⑤: WITH A GIANT
SYRINGE...

⑦: WH -

Action:

Timing:



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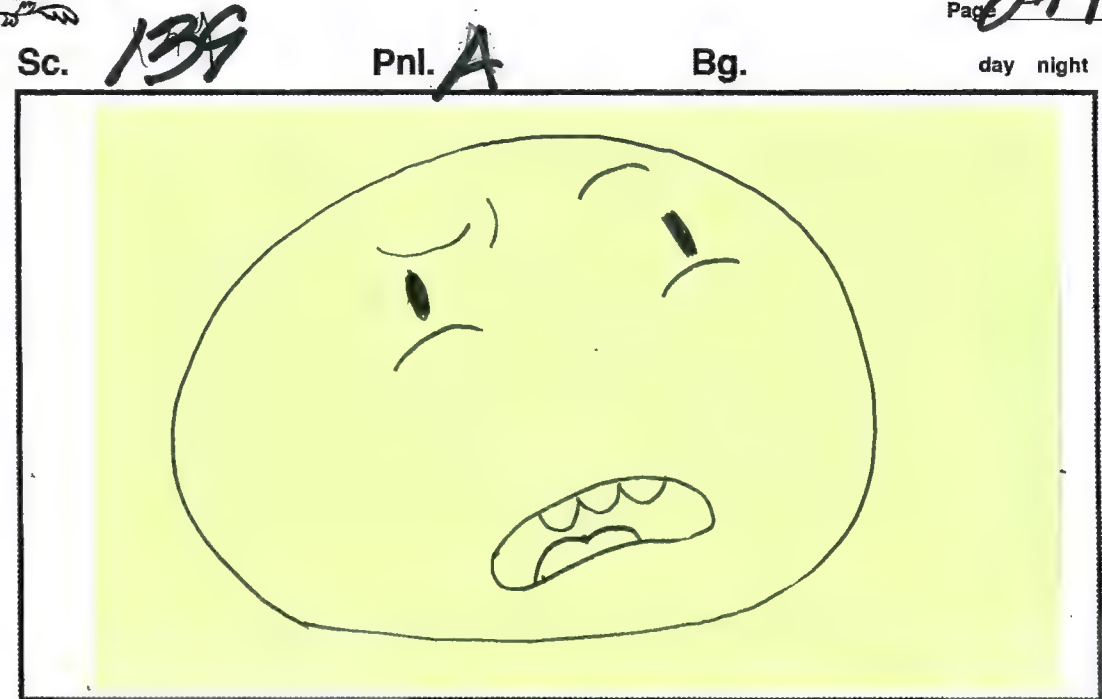
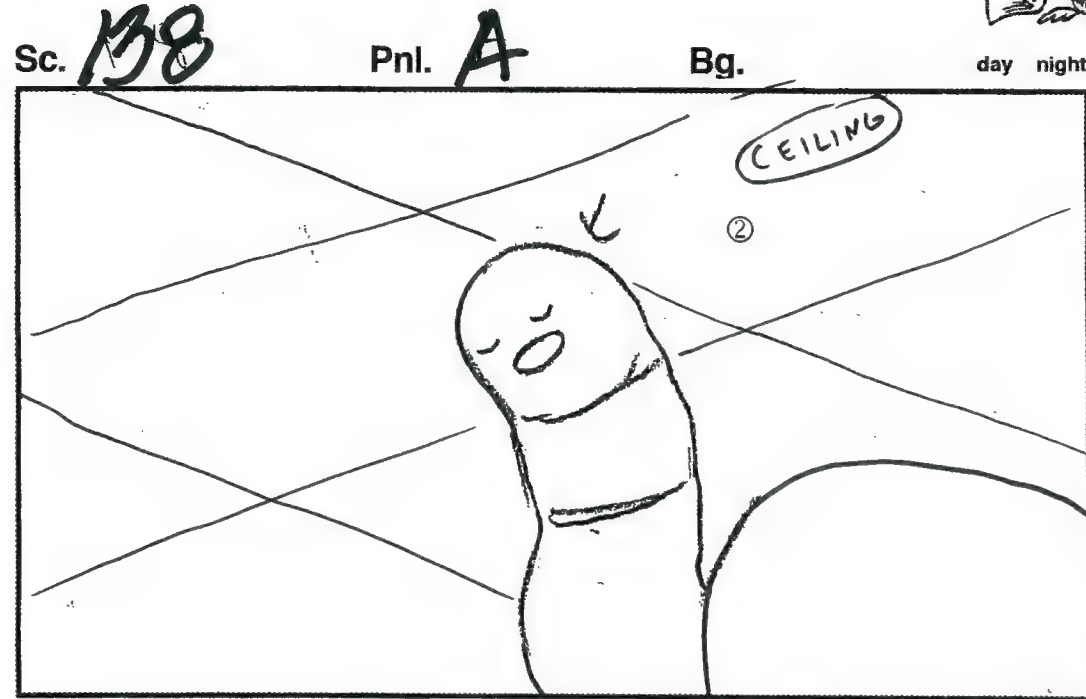
EPISODE # 1042-247

1042 247

ADVENTURE TIME



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Dialog: (S) = OF RESPECT.

Action:

Timing:



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ADVENTURE TIME



Sc. **139 cont** Pnl. **B**

Bg.

day night

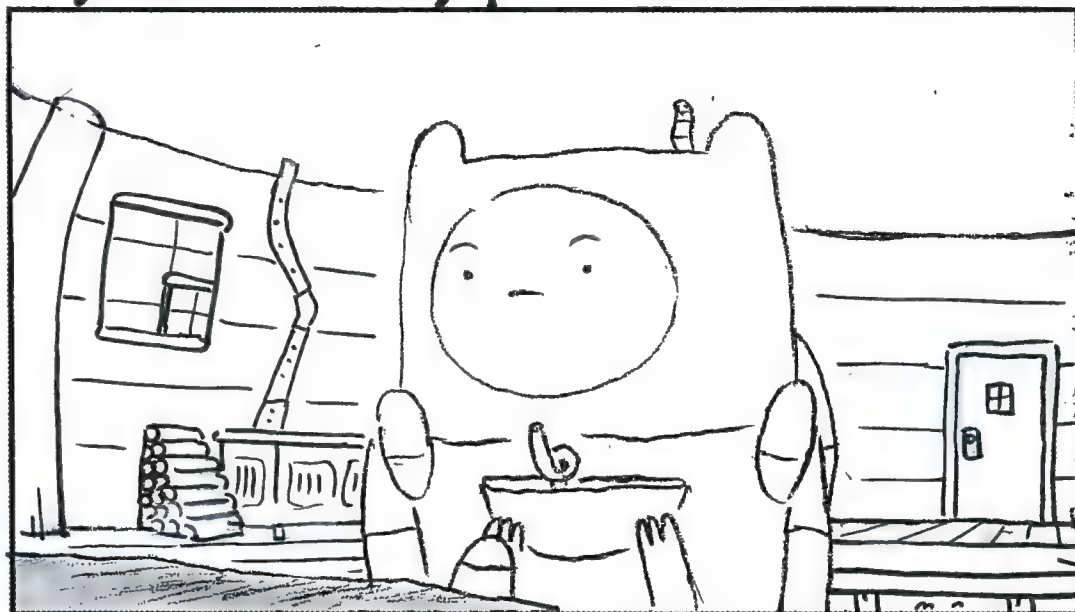


Sc. **140**

Pnl. **A**

Bg.

Page **220**
day night



EPISODE # 1042-247

COFFEE TABLE

1042 247

Dialog:

F OHH.

F Okay

Action:

- JB POV
- F LOOKS DOWN

Timing:

MAR 03 2016



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ADVENTURE TIME



Page **221**

Sc. **140 CONT** Pnl. **B**

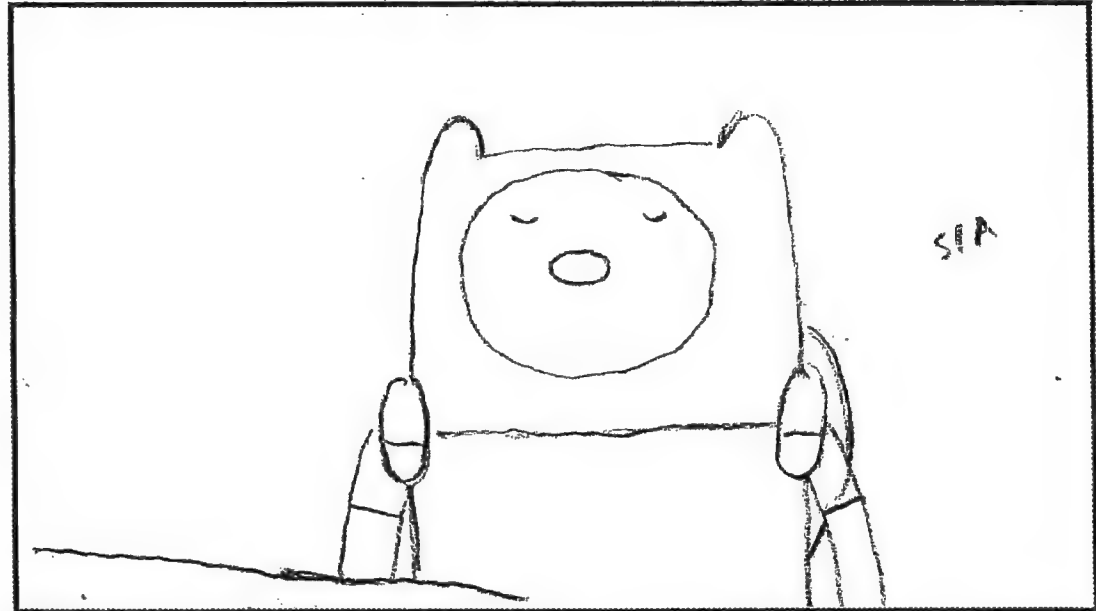
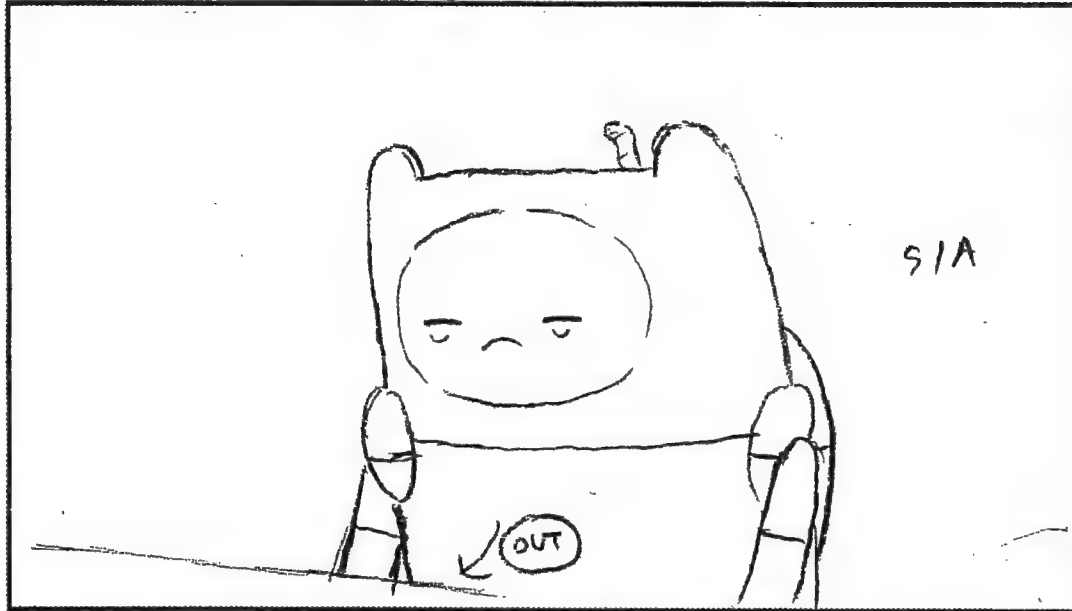
Bg.

day night

Sc. **140 CONT** Pnl. **C**

Bg.

day night



Dialog:

F: (DEEP BREATH)

Action:

- F PUTS DOWN BOWL

MAR 03 2016

Timing:

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Production:

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ADVENTURE TIME

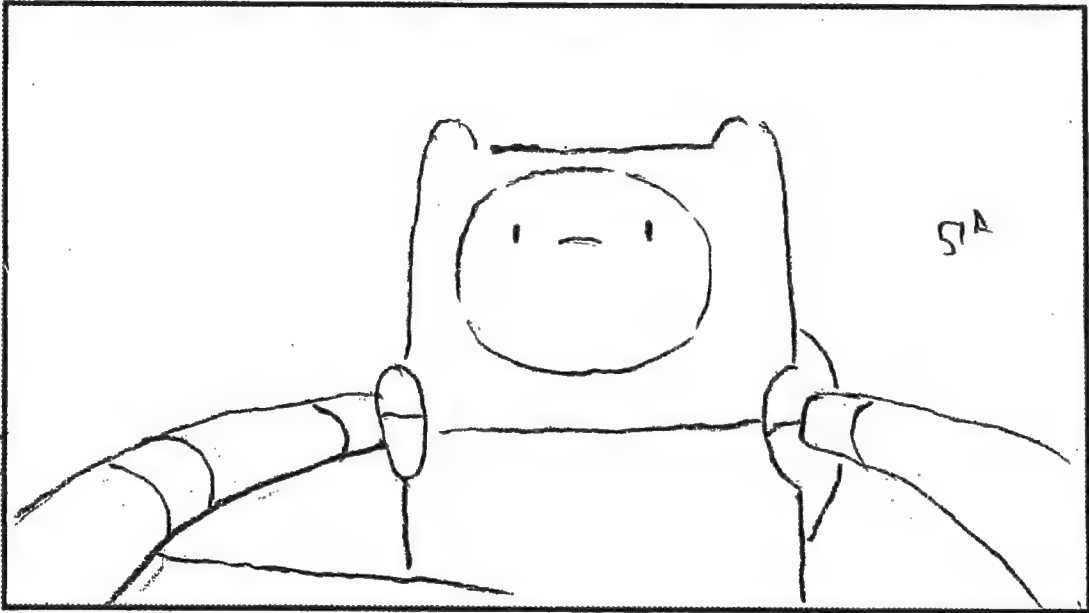


Page **222**

Sc. **140 cont** Pnl. **D**

Bg.

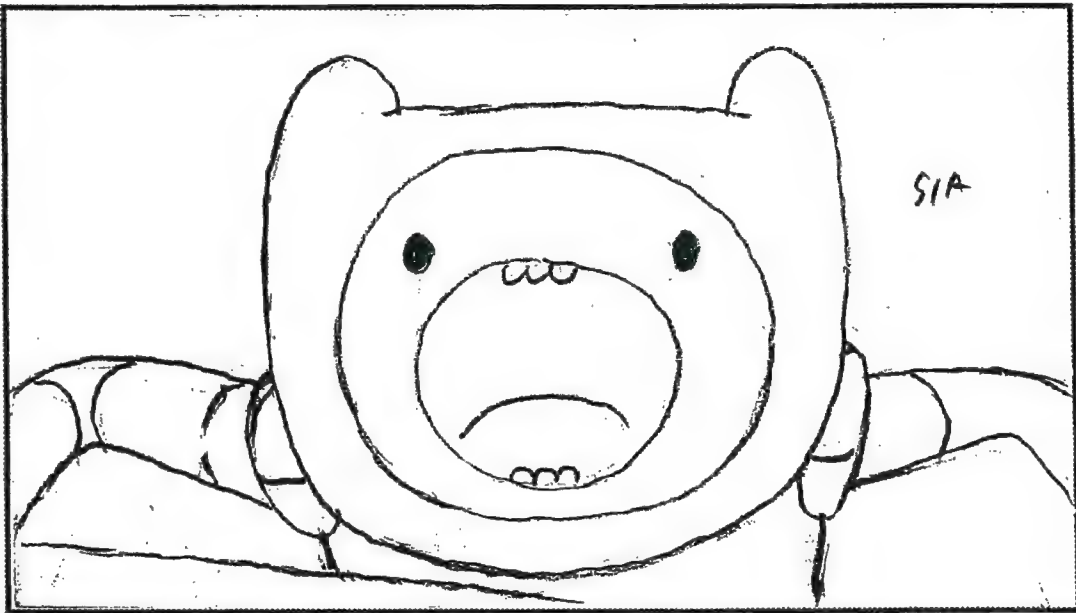
day night



Sc. **140 cont** Pnl. **E**

Bg.

day night



Dialog:

(F = YO, JAMES BAXT -)

Action:

-F. HOLDS JB'S HEAD.

-F. YELLS IN JB'S FACE.

MAR 03 2016

Timing:

EPISODE # **1042-247**

Production:

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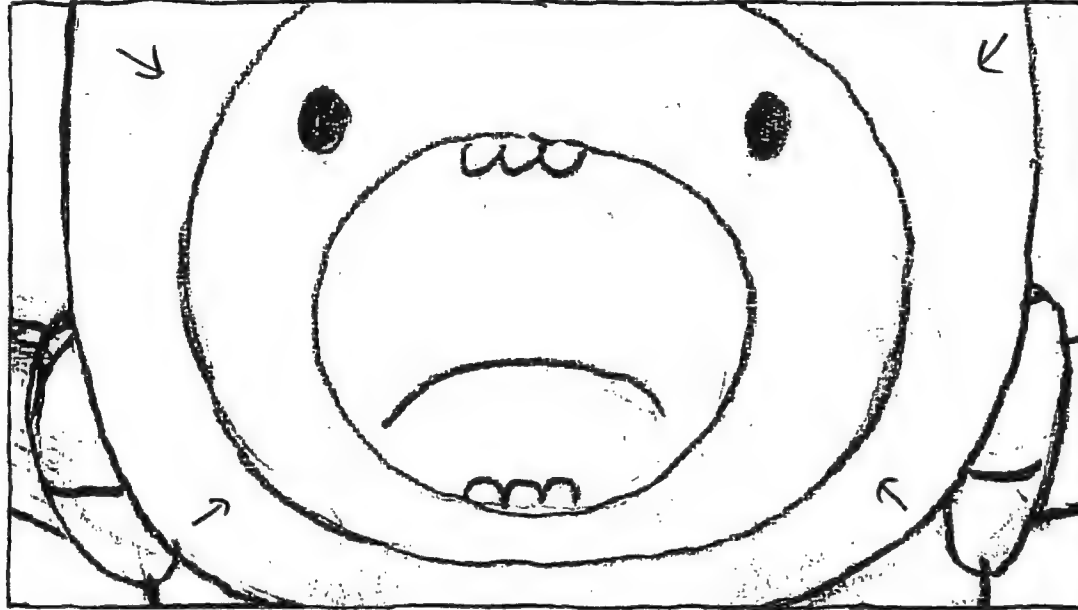
1042 247

ADVENTURE TIME

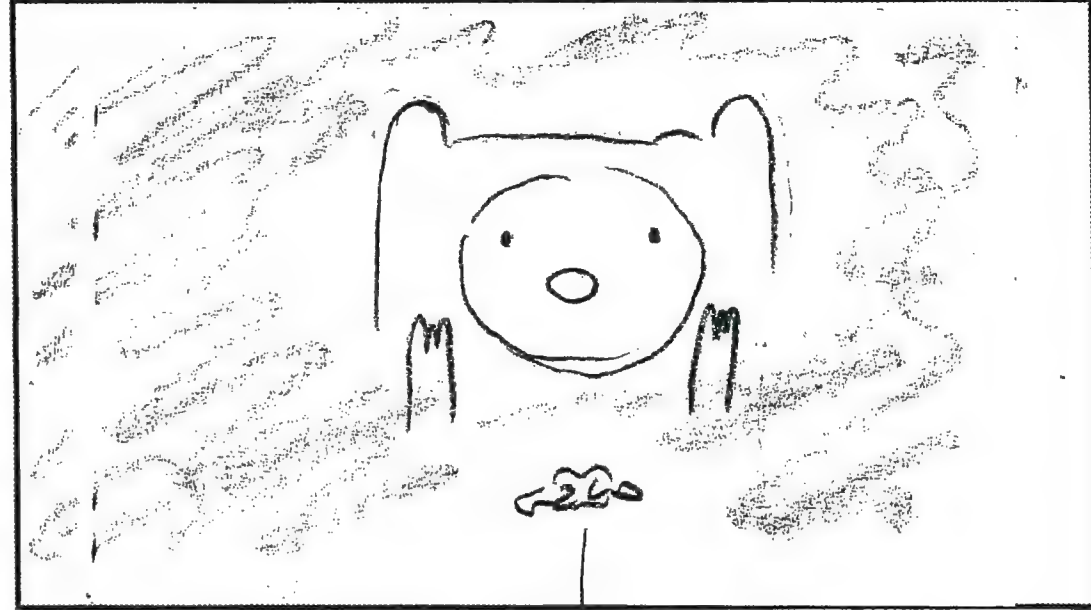


Page **223**

Sc. **140 cont** Pnl. **F** Bg. day night



Sc. **140 A** Pnl. **A** Bg. day night



Dialog: **(F): E E R R R R R**

Action:

Timing:

DETAIL
(JB)



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ADVENTURE TIME

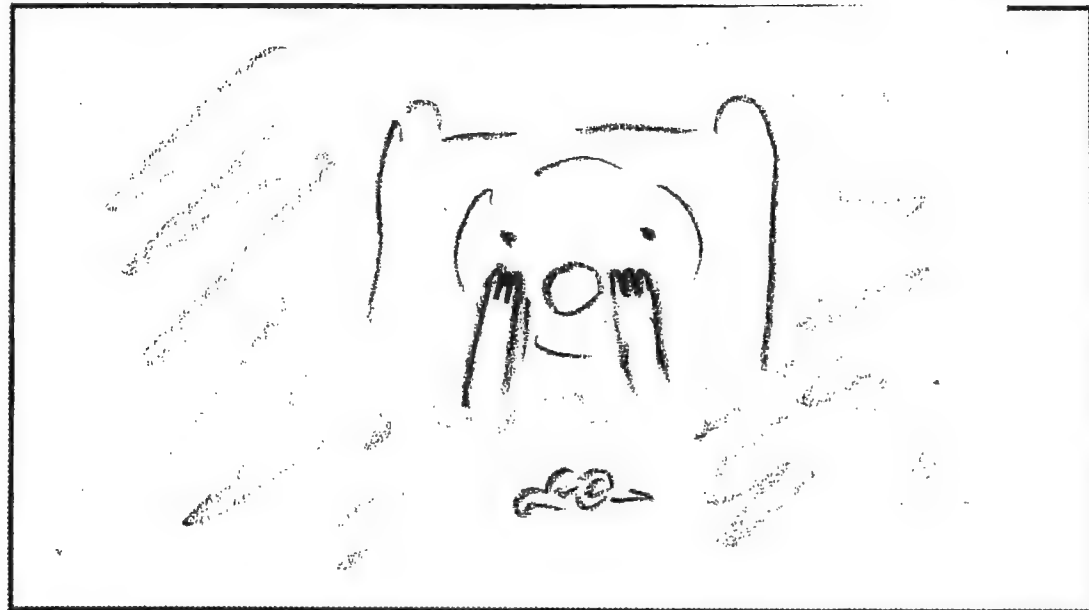


Page **224**
day night

Sc. **140 A cont** Pnl. **B** Bg.

day night

Sc. **140 A cont** Pnl. **C** Bg.



Dialog:

(F) YOU
ARE A WONDERFUL
GENUINE ONE OF A KIND--

Action:

Timing:

(F) HO-O-O-O-RSE

MAR 03 2016

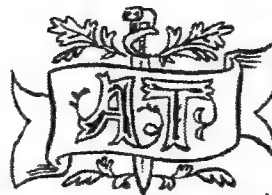
EPISODE # **1U42-247**

Production:

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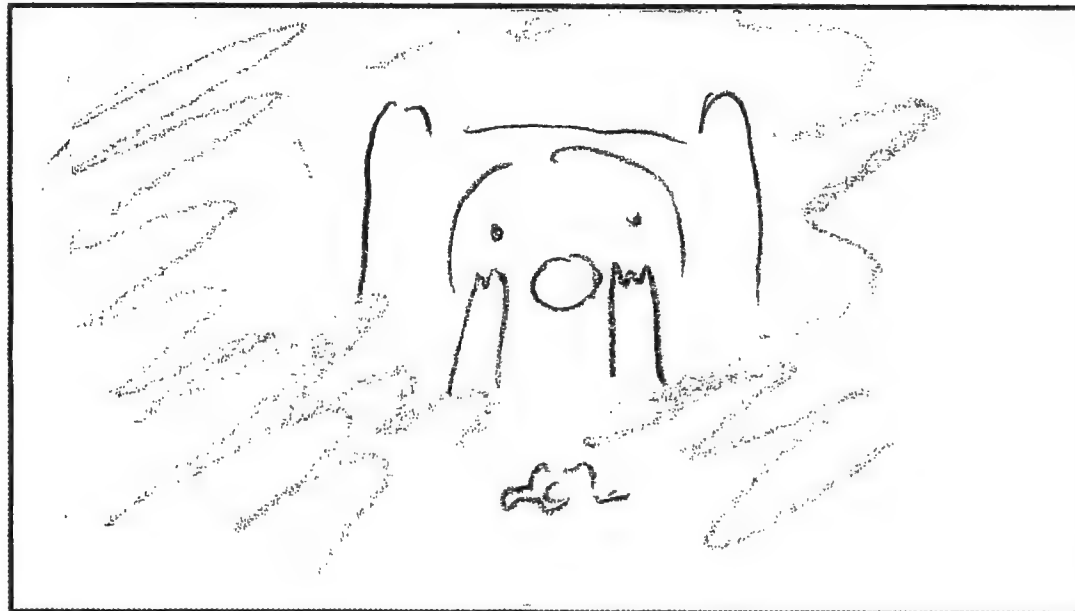
ADVENTURE TIME



Page **225**
day night

Sc. **140 A cont** Pnl. **D** Bg.

day night



Sc. **140 A cont** Pnl. **E** Bg.

day night



Dialog:

(P) = AND YOU MAKE
SO MANY PEOPLE
HAPPY JUST BY BEING →

(F) Y-O-O-O-O-O-O

Action:

Timing:

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ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night

BLACK

Sc. 142 Pnl. A Bg. day night

Dialog: (F) = SO LET GO-O-OF WHAT'S LO-O-O-O-ST MAN (A-1)

Action:

Timing:

(F) IT'S TIME FOR JA-A-A-A-A-A-A-A-MUS --

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Production:

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ADVENTURE TIME

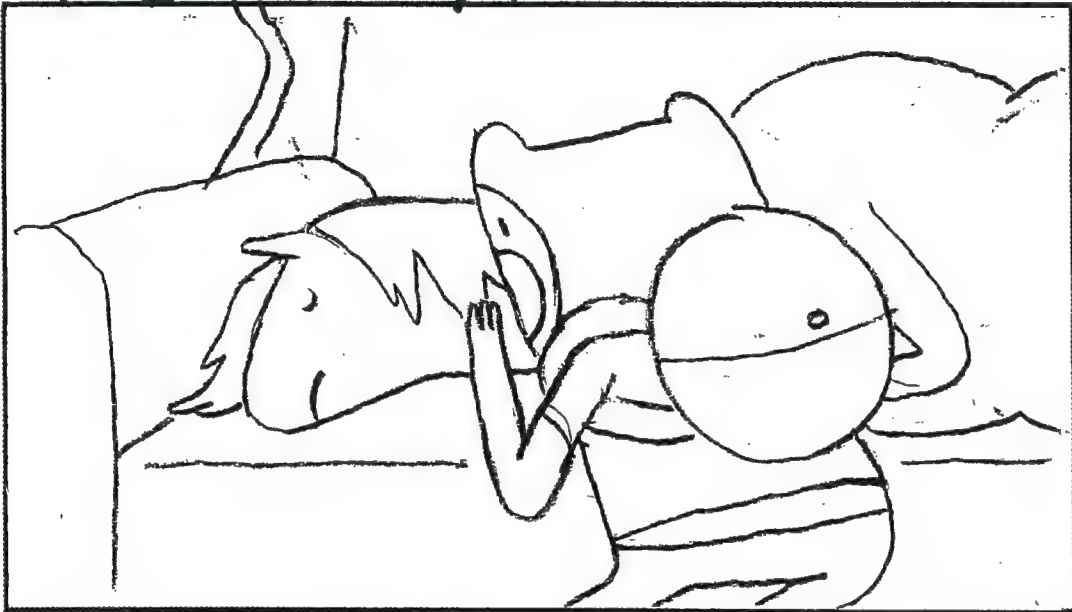


Sc. 143

Pnl. A

Bg.

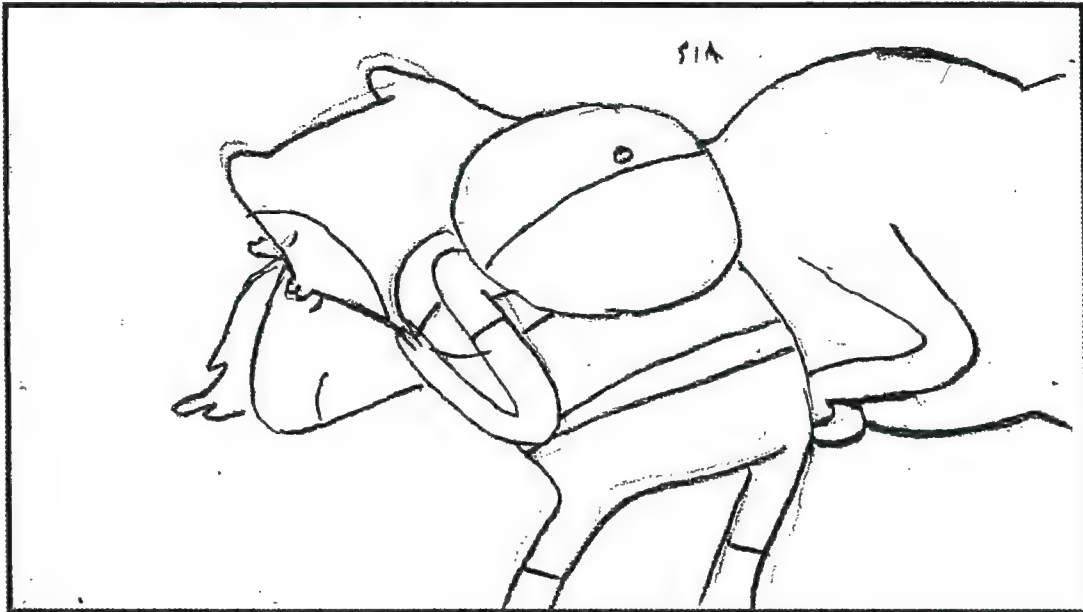
day night



Sc. 143 cont Pnl. B

Bg.

Page 227
day night



Dialog:

(F): BAXTER TO
MAKES JAMES
BAXTER HAPPY!

Action:

(F) (S.MOULI)

- F. KISSES JB'S HEAD.

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Timing:

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Production:

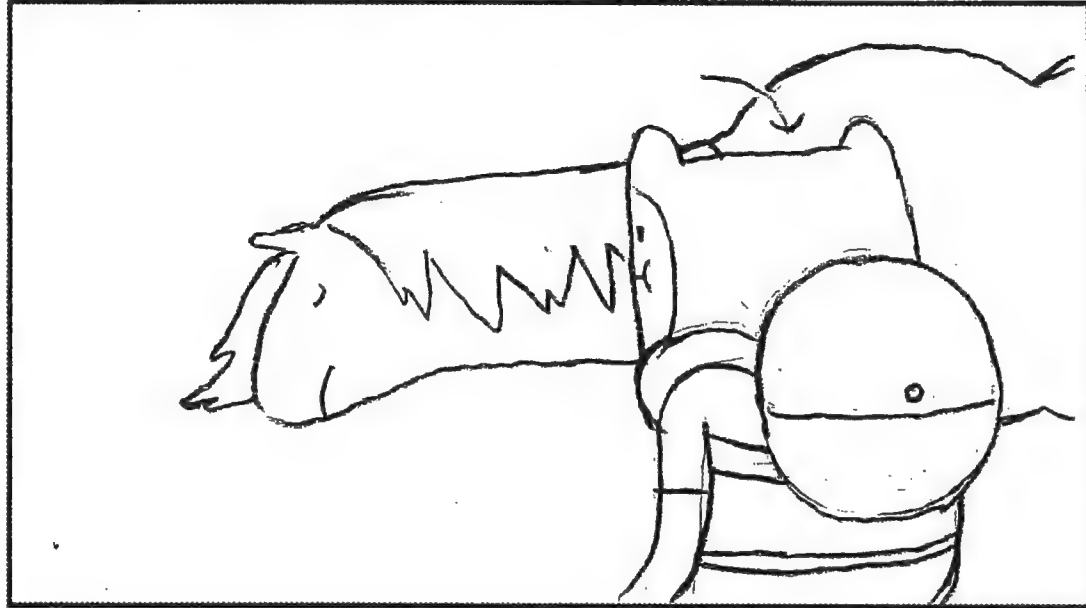
1042 247

ADVENTURE TIME

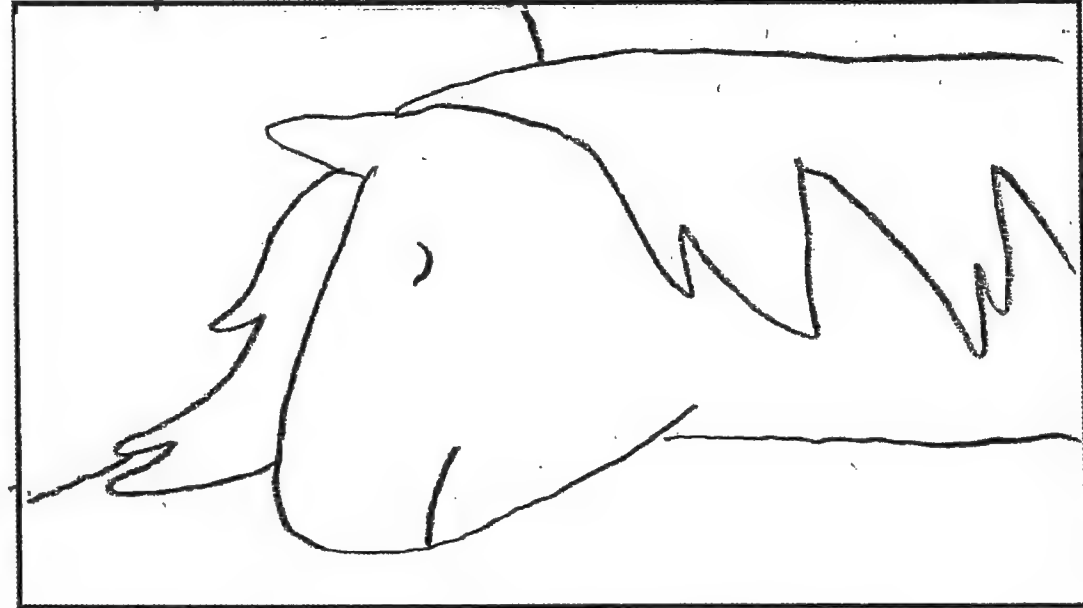


Page **228**

Sc. **143 cont** Pnl. **C** Bg. day night



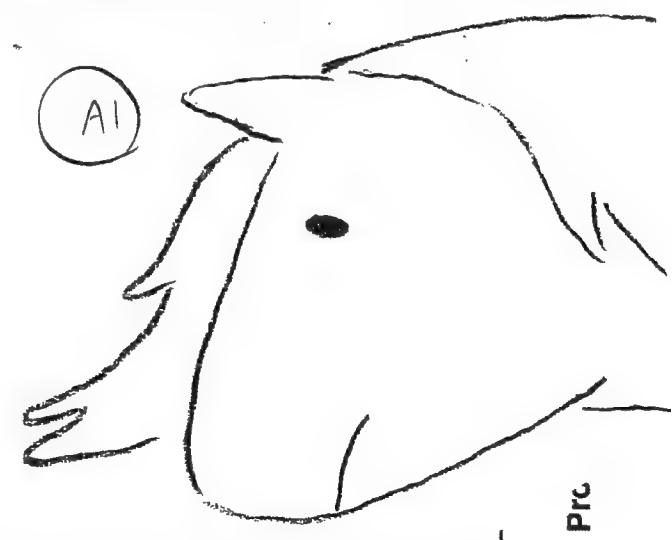
Sc. **144** Pnl. **A** Bg. day night



Dialog:
Action:
Timing:

-JB OPENS EYES

MAR 03 2016



Prc

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1042 247

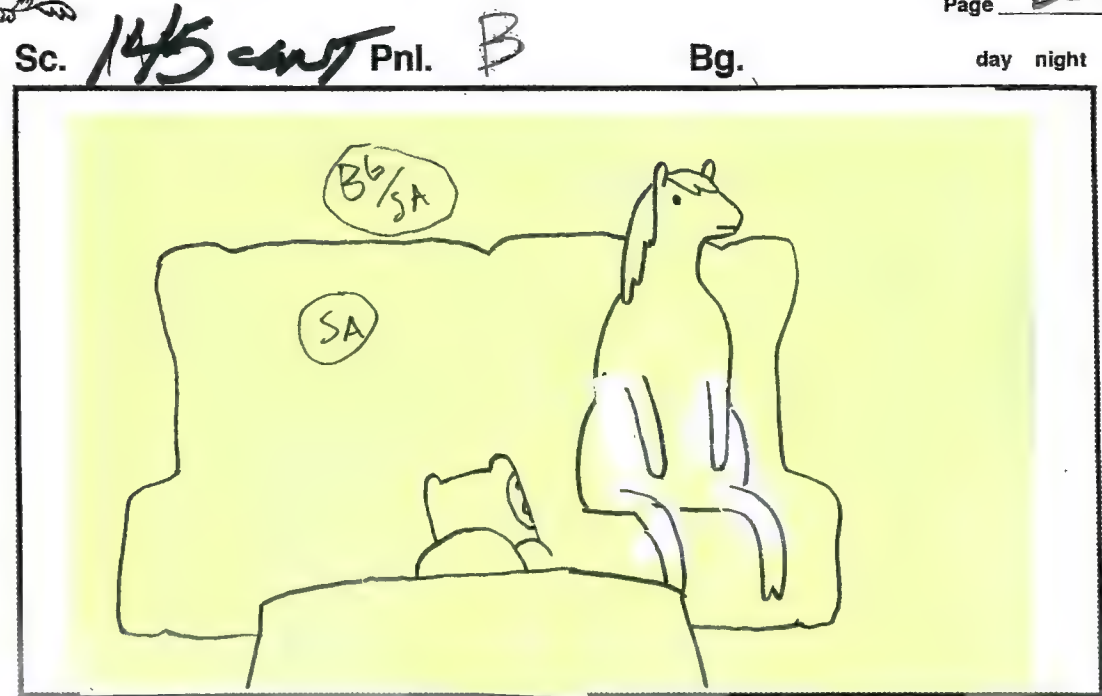
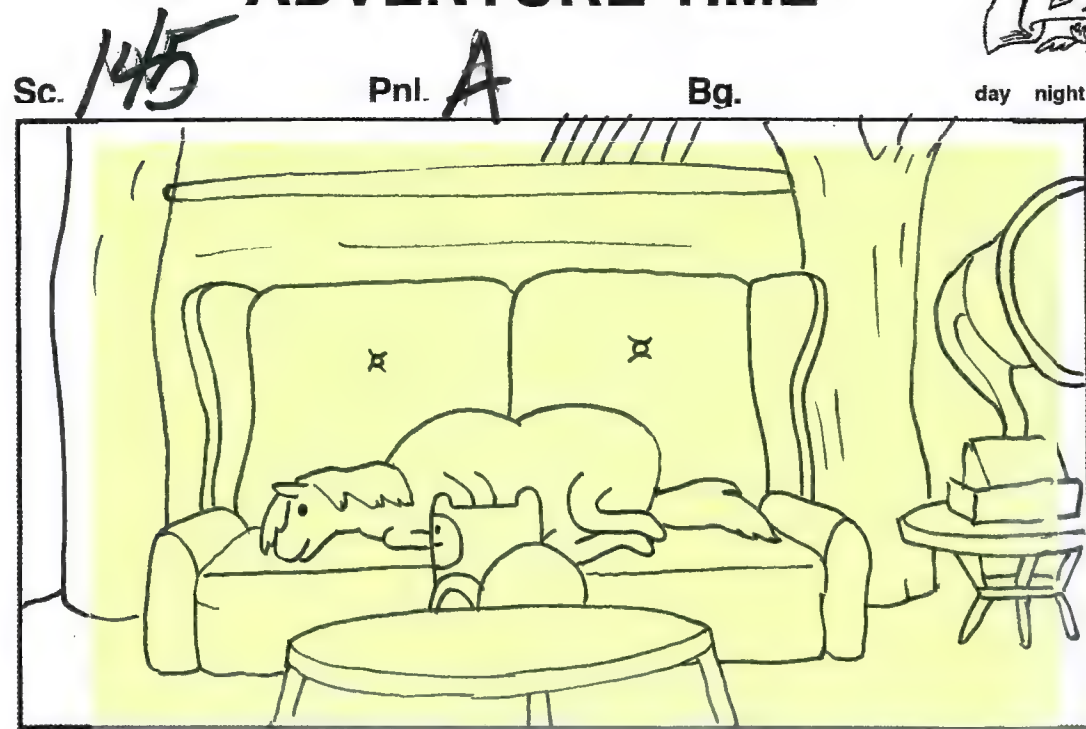
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ADVENTURE TIME



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Dialog:

Action:

-JB SITS UP

Timing:



Ⓟ: JAMES ?

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Production:

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ADVENTURE TIME

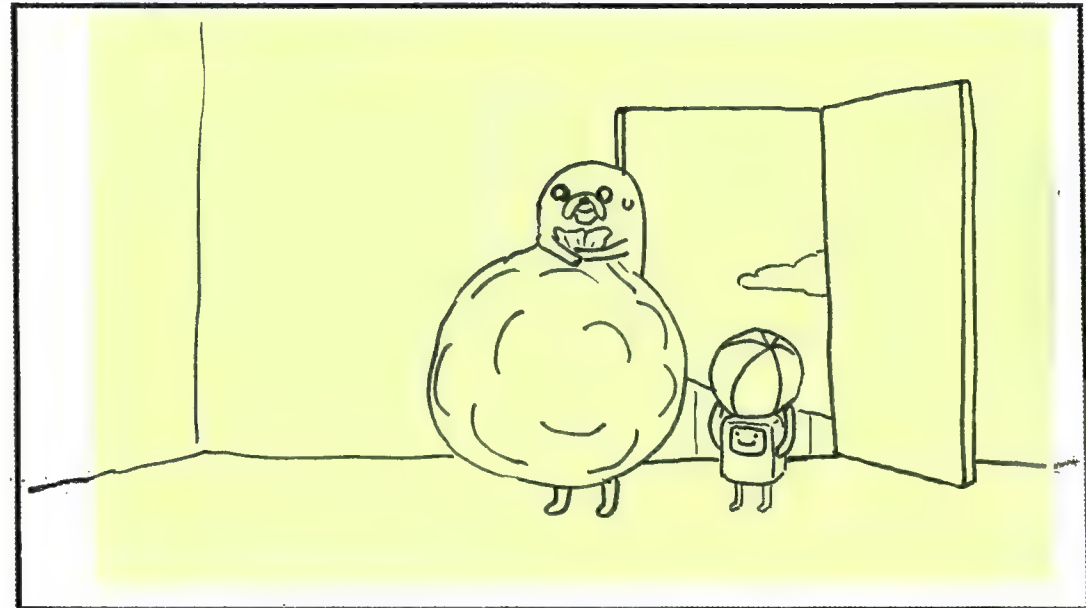
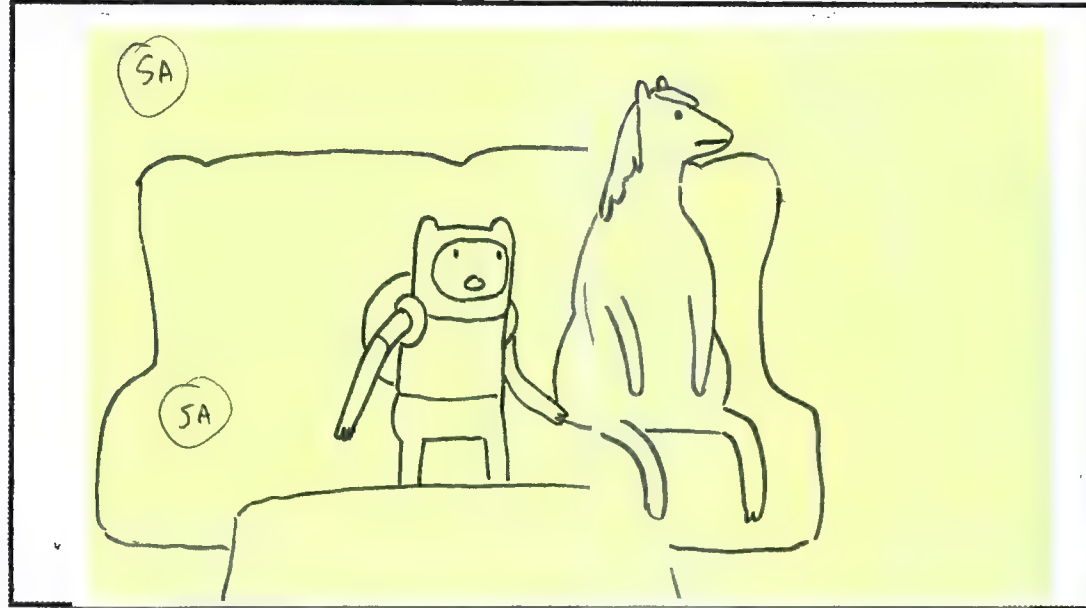


Page **230**
day night

Sc. **145 cont** Pnl. **C** Bg.

day night Sc. **146**

Pnl. **A** Bg.



Dialog:

(0/5)
~~SFX~~: **BOOM**

Action:

-FINN + JB TURN.

-J HOLDS SKIN SACK FULL OF BEACHBALLS

Timing:

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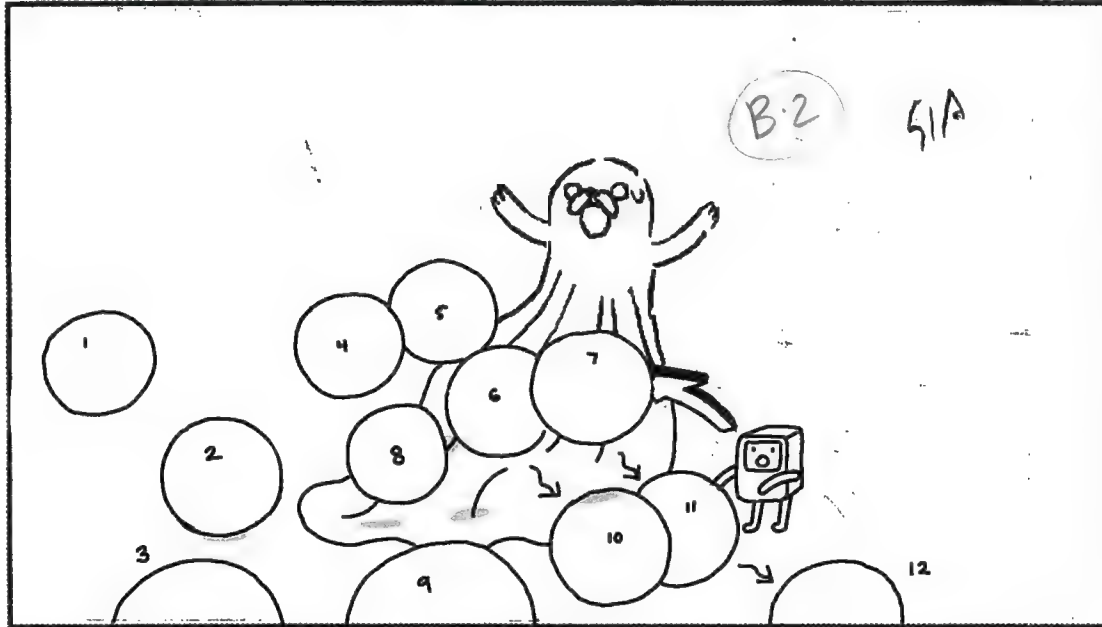
ADVENTURE TIME



Sc. *146 cont* Pnl. *B*

Bg.

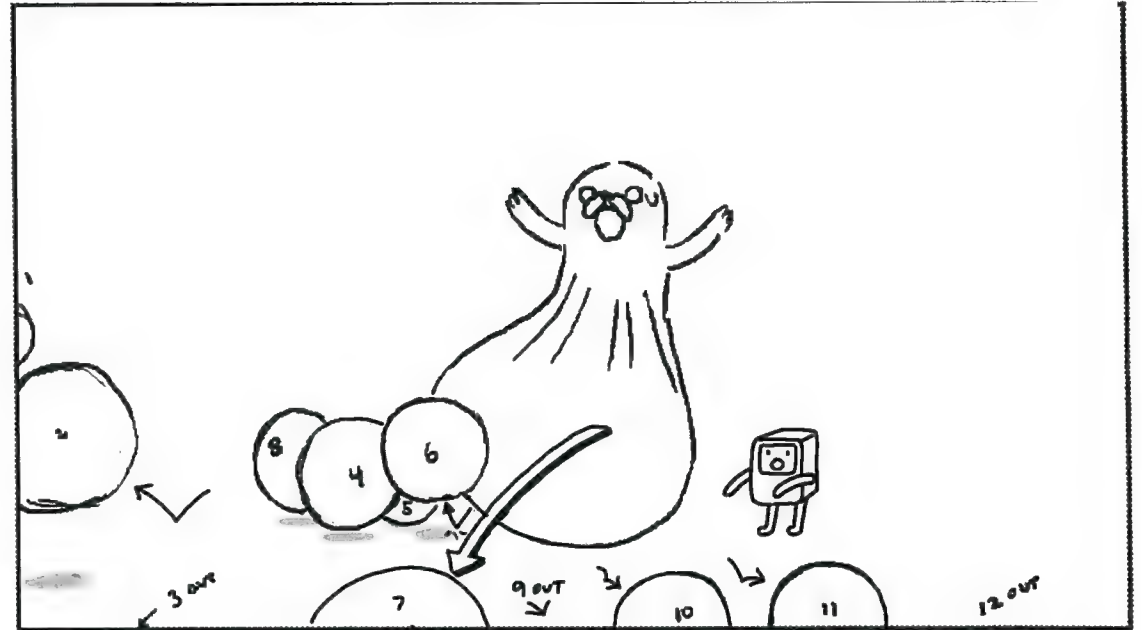
day night



Sc. *146 cont* Pnl. *C*

Bg.

Page *231*
day night



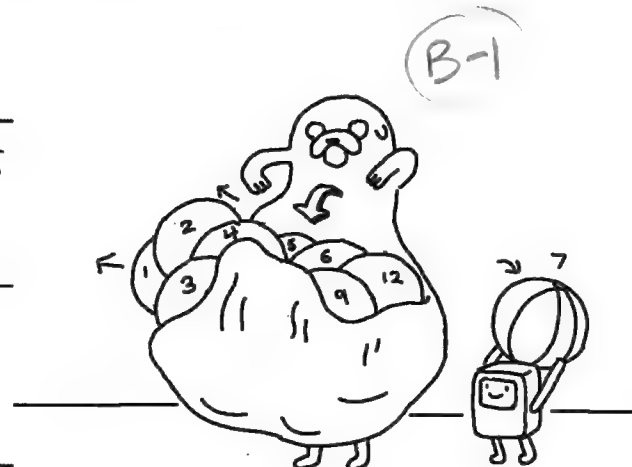
Dialog:

5 WE DID IT

Action:

J. REVEALS

Timing:



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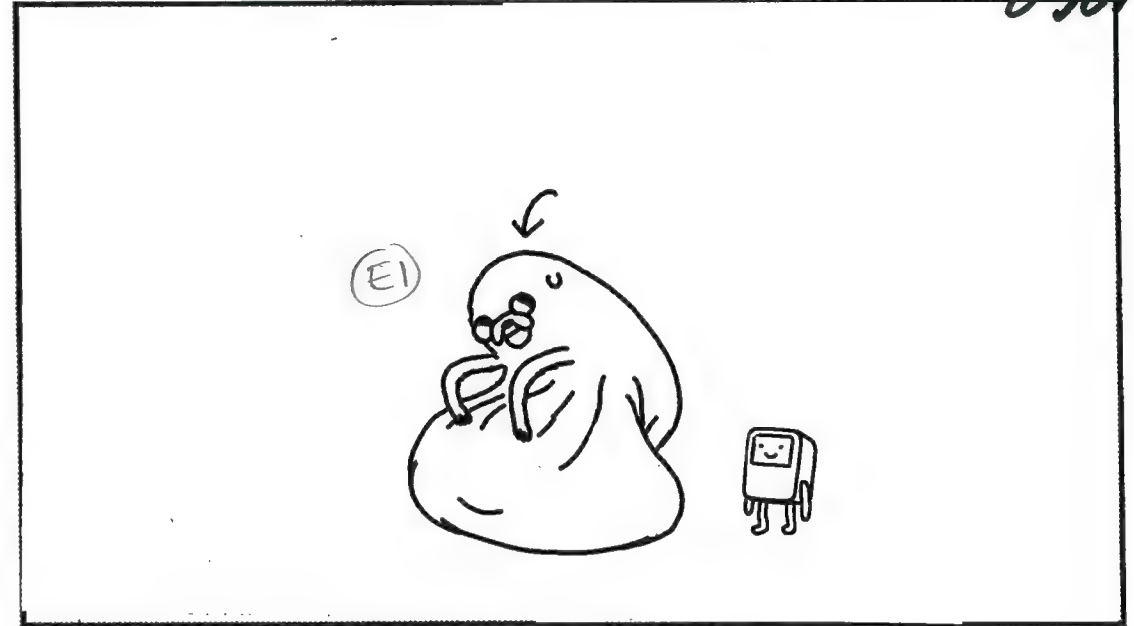
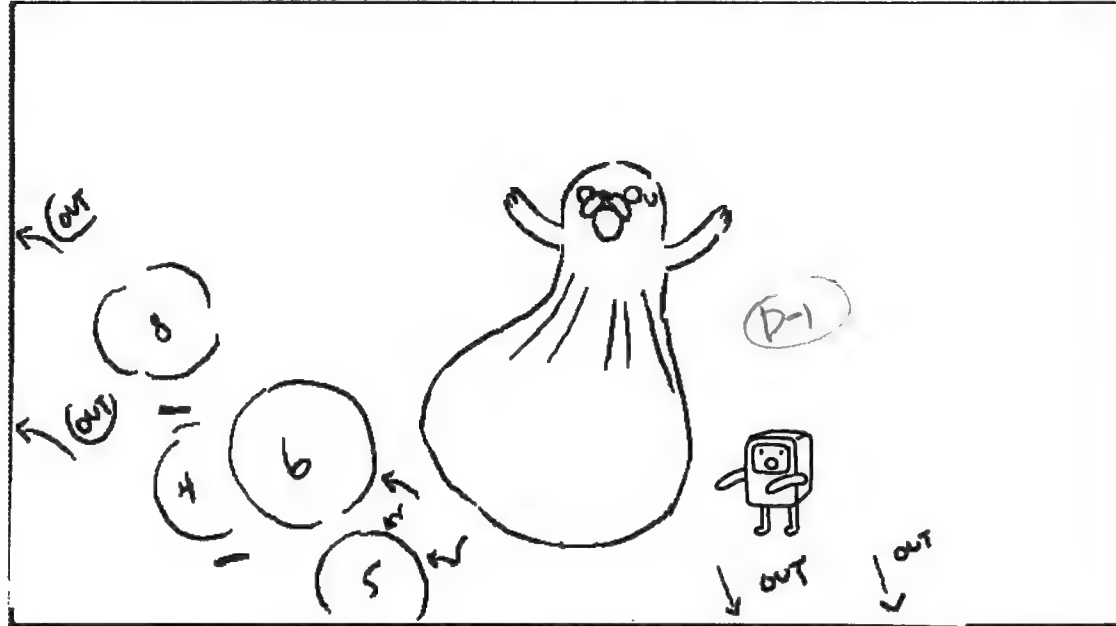


Sc. 146 *CONT* Pnl. D Bg.

day night

Sc. 146 *CONT* Pnl. E Bg.

Page 232
day 232A NEXT

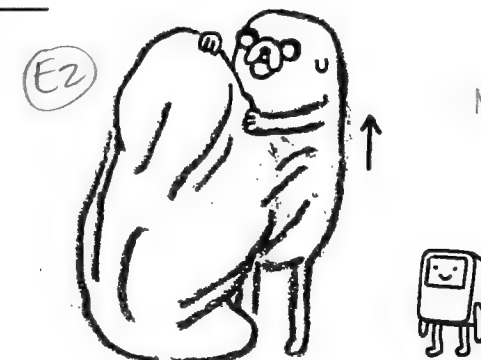


Dialog:

(J) ALL THE BEACHBALLS
YOU'LL EVER NEED!

Action: - J. GATHERS UP SKIN.

Timing:



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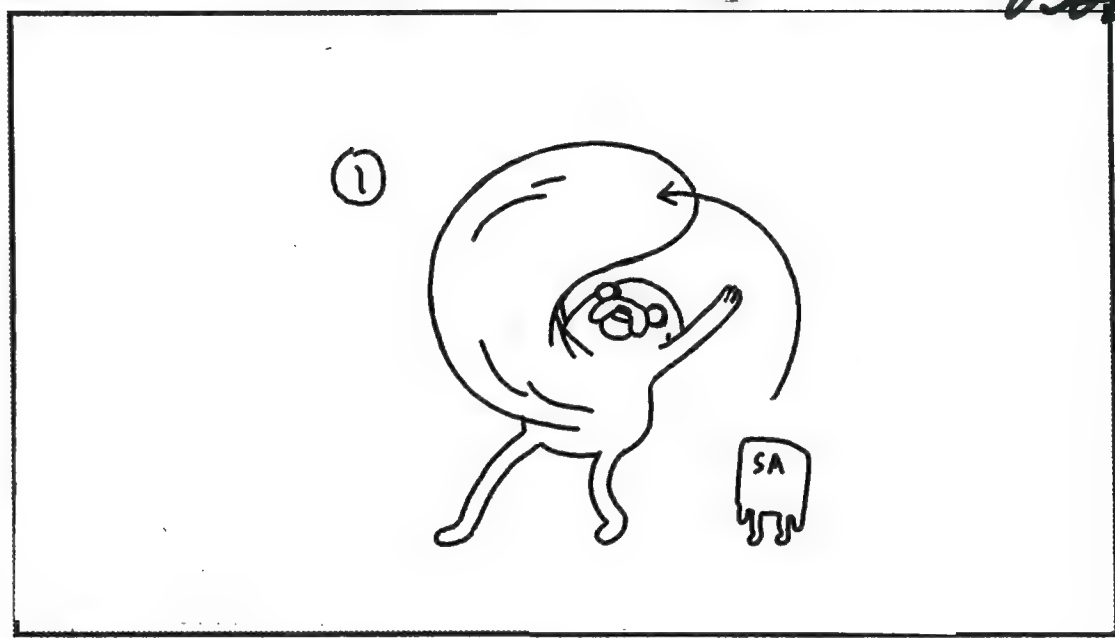
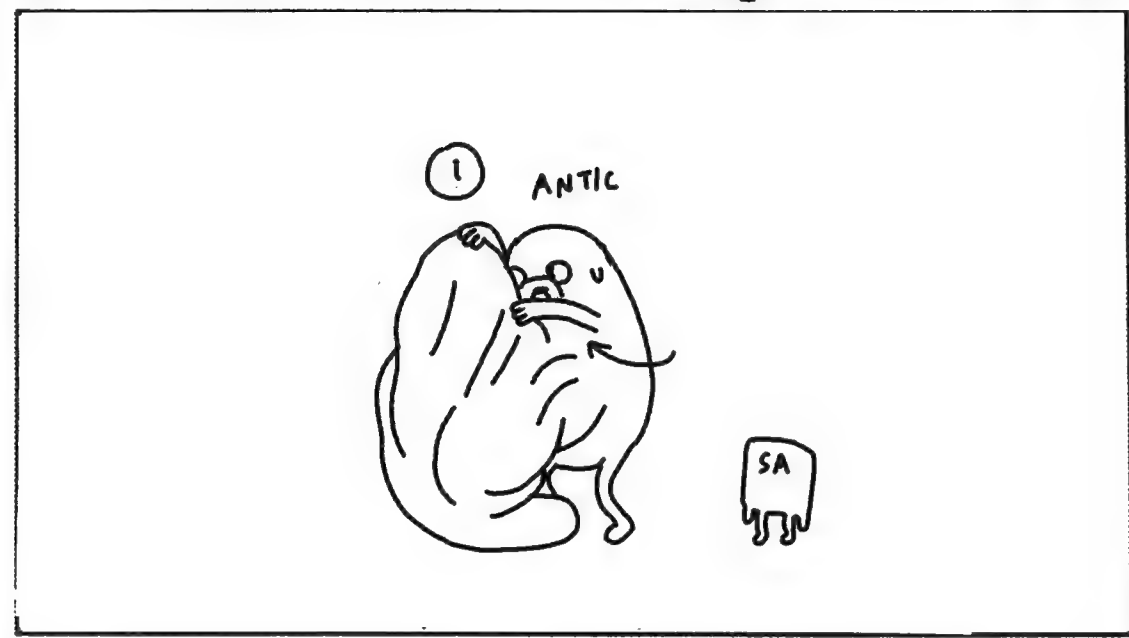


Sc. 146 *cont* Pnl. F Bg.

day night

Sc. 146 *cont* Pnl. G Bg.

Page 237A
238 NEXT



Dialog:

2

Action:

Timing:

2

SA

SA

- J. WHIPS SKIN IN CIRCLES / SHRINKS BACK INTO BODY.

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EPISODE # 1042-247

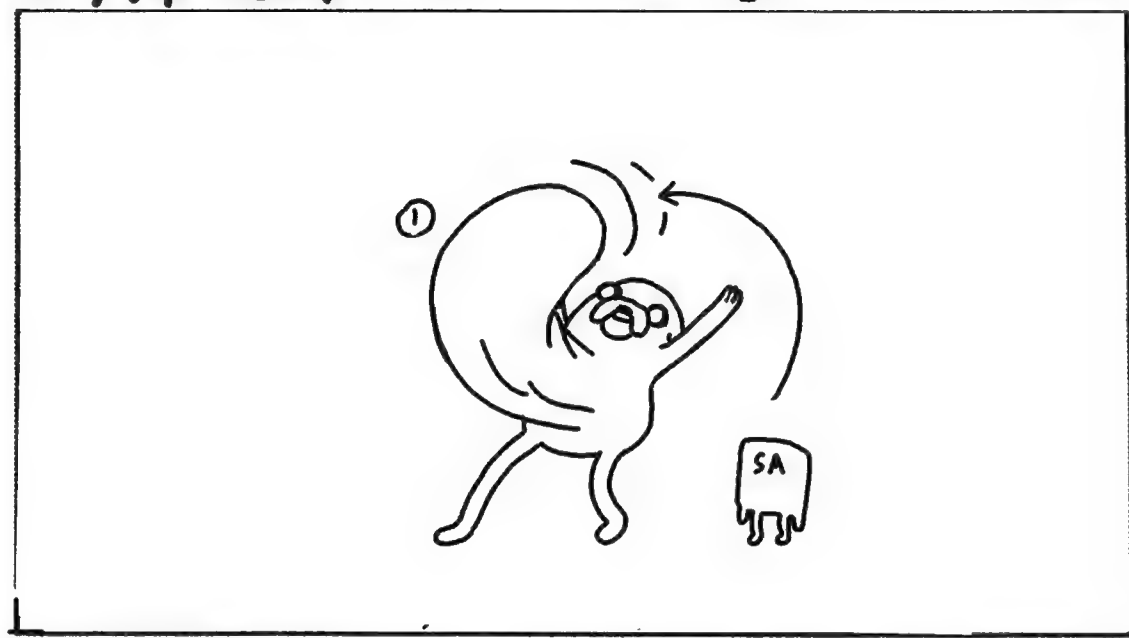
1042 247

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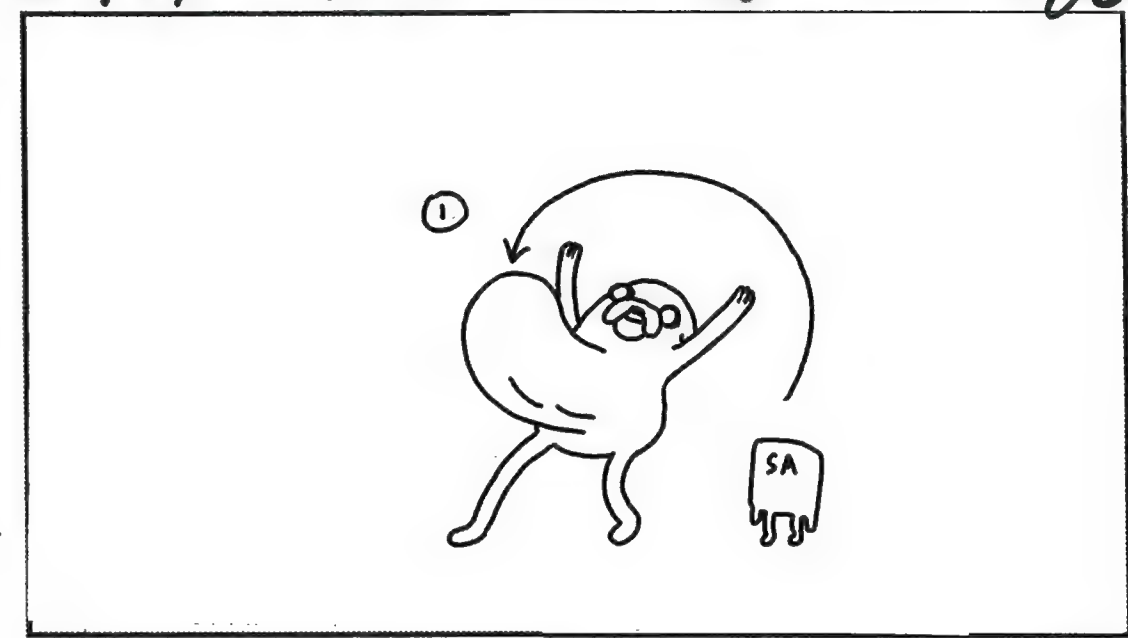
ADVENTURE TIME



Sc. *146 cont* Pnl. *H* Bg. day night



Sc. *146 cont* Pnl. *I* Bg. day night



Dialog:

Action		<p>- J. WHIPS SKIN IN CIRCLES / SHRINKS BACK INTO BODY.</p>		
Timing				

MAR 03 2016

Page *232* *B*
day night *232 cont*

1042-247
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ADVENTURE TIME



Sc.

146 cont

Pnl.

J

Bg.

day night

Sc.

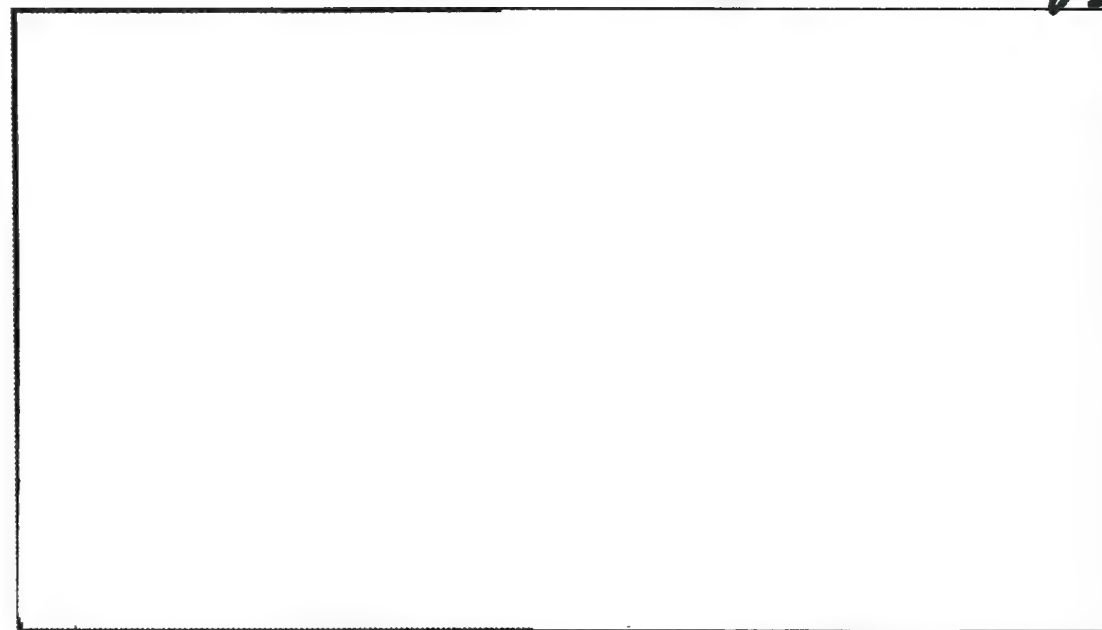
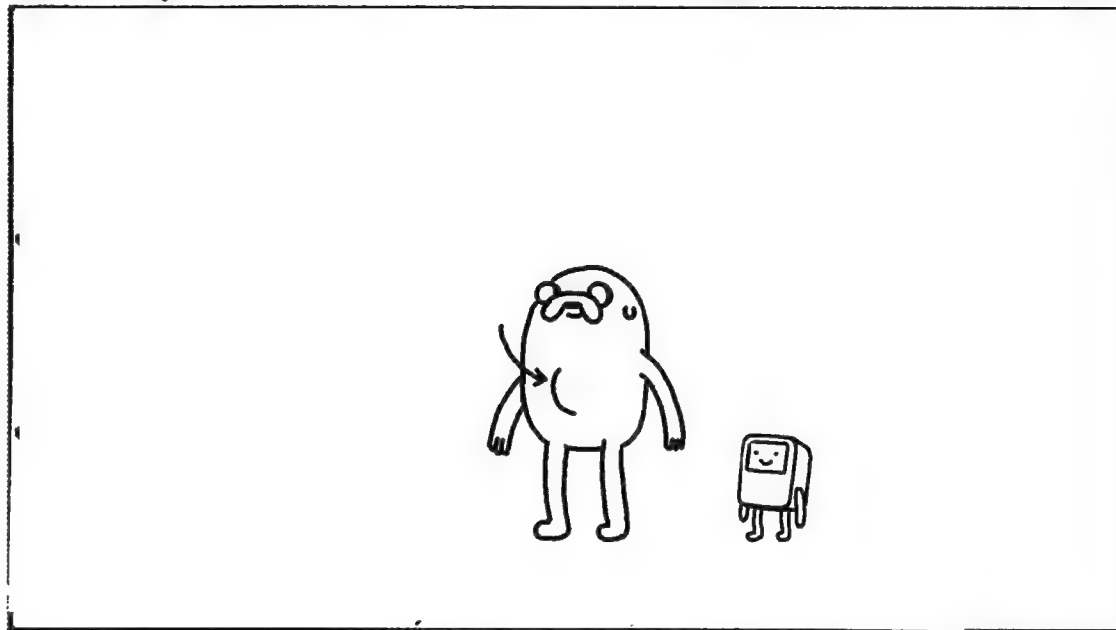
Pnl.

Bg.

Page

day night

238 E
233 NEXT



Dialog:

Action:

Timing:

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ADVENTURE TIME

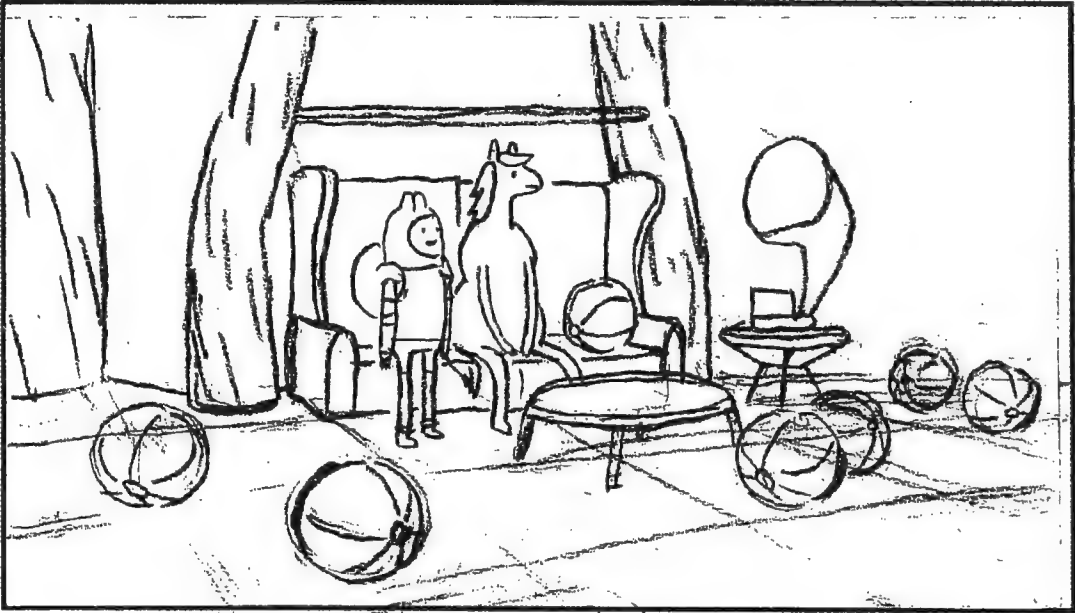


Sc. 147

Pnl. A

Bg.

day night

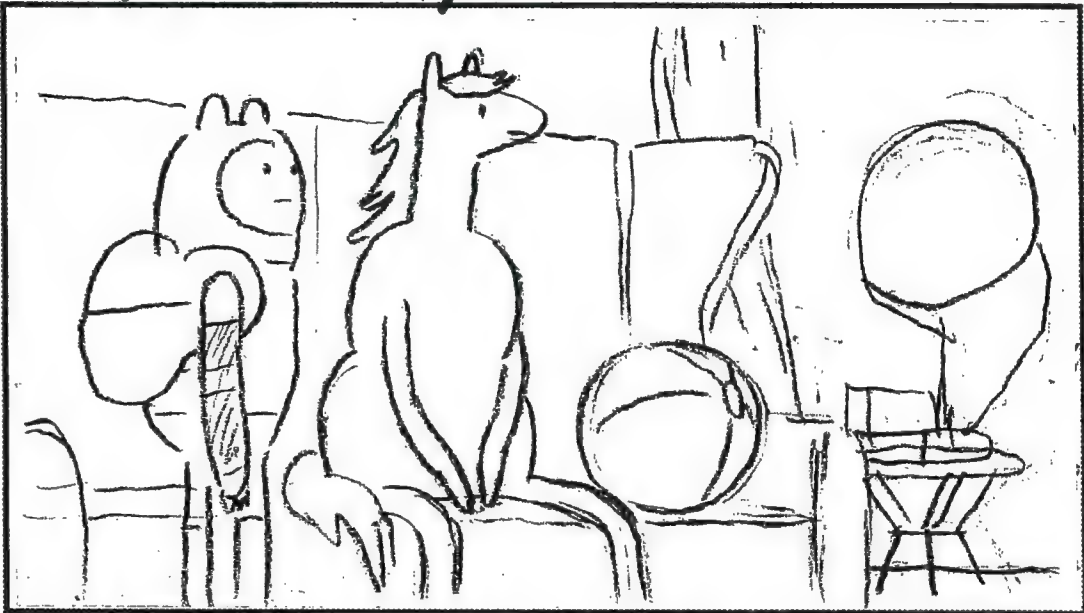


Sc. 148

Pnl. A

Bg.

Page 233
day night



Dialog:

① ALL FOR YOU, JAMES...

Action:

- JB LOOKS AT
BEACH BALL,

Timing:



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Production:

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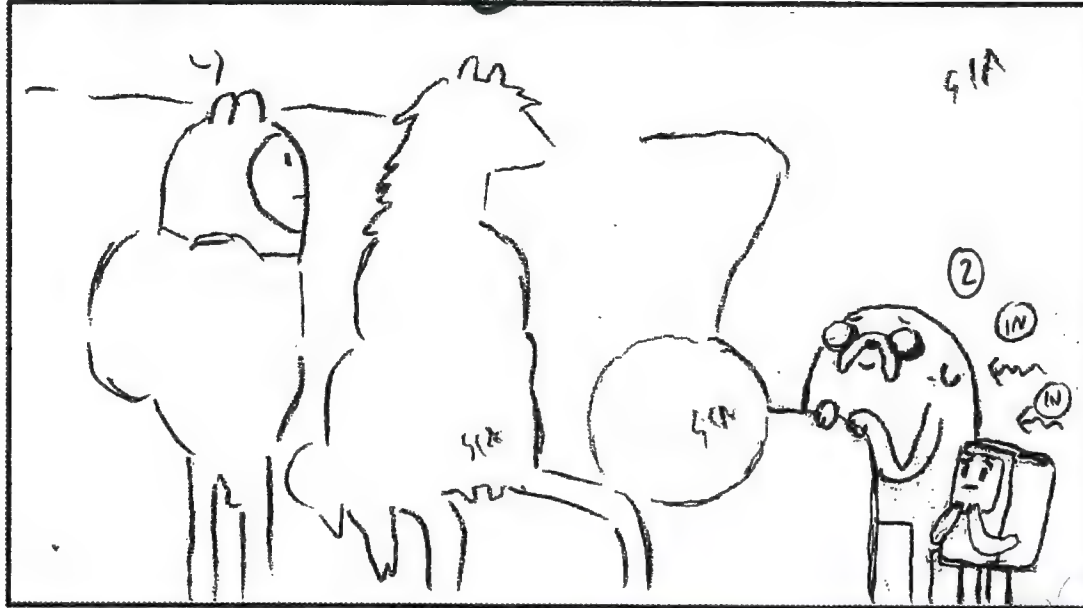
ADVENTURE TIME



Sc. *148 cont* Pnl. *B*

Bg.

day night



Sc. *148 cont* Pnl. *C*

Bg.

day night



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EPISODE # 1042-247

Dialog:

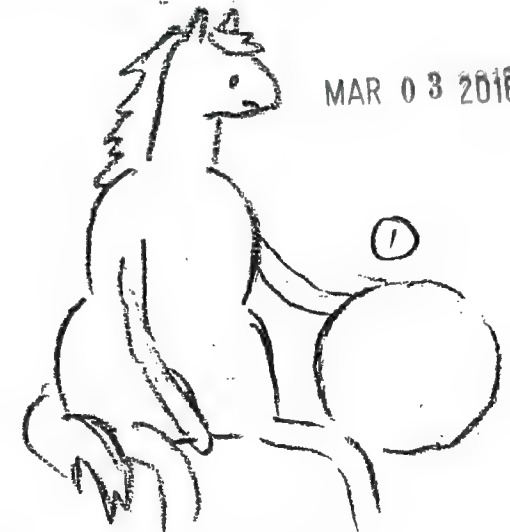
Action:

-J + BMO WALK ON/S
looking towards JB

Timing:



-JB PICKS UP BEACHBALL



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ADVENTURE TIME



Sc. *148 cont* Pnl. *D*

Bg.

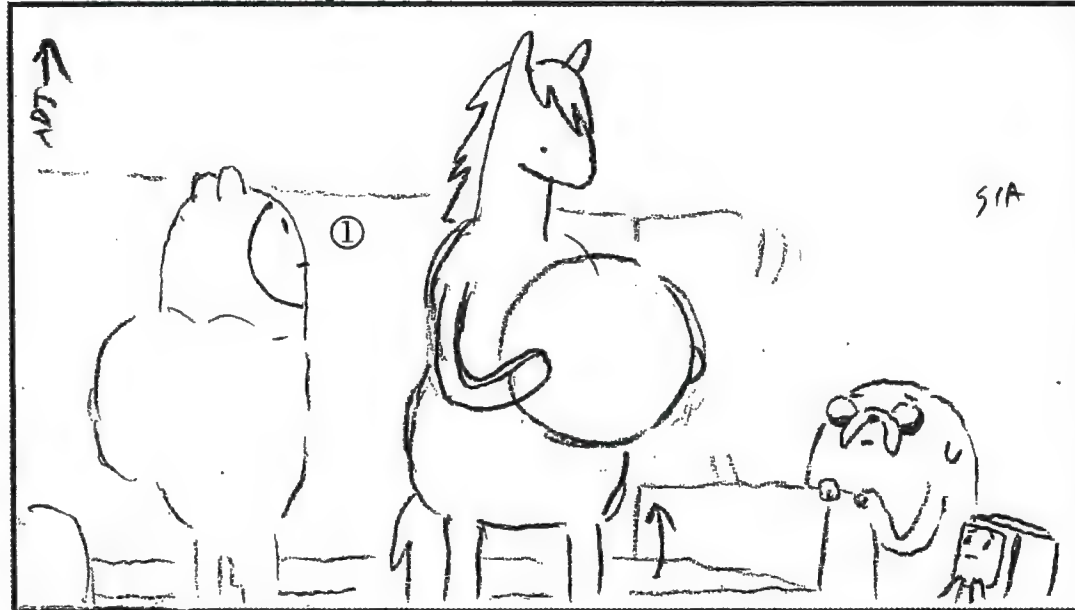
day night



Sc. *148 cont* Pnl. *E*

Bg.

Page *205*
day night



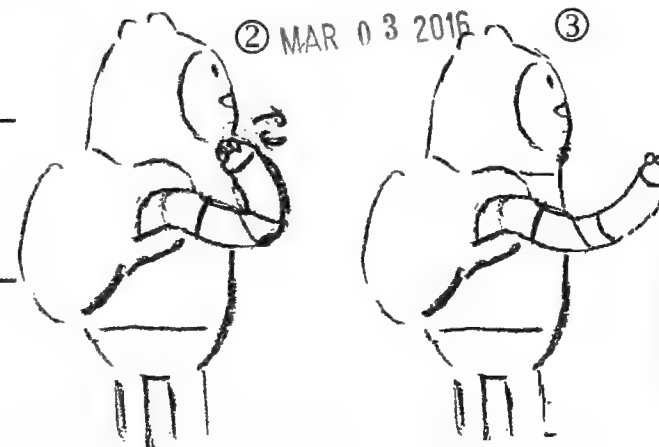
Dialog:

⑤ JAMES - JAMES - JAMES - JAMES

Action:

- JAMES STANDS
- ADT W/ JAMES
- F DOES FIST PUMP

Timing:



Production:

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ADVENTURE TIME



Sc. 149

Pnl. A

Bg.

day night



Sc. 149 cont Pnl. B

Bg.

day night



Dialog:
Action: - JB SHAKES HEAD MAR 03 2016
Timing:

Page 236

EPISODE # 1042-247

Production:

1042 247

1042 247

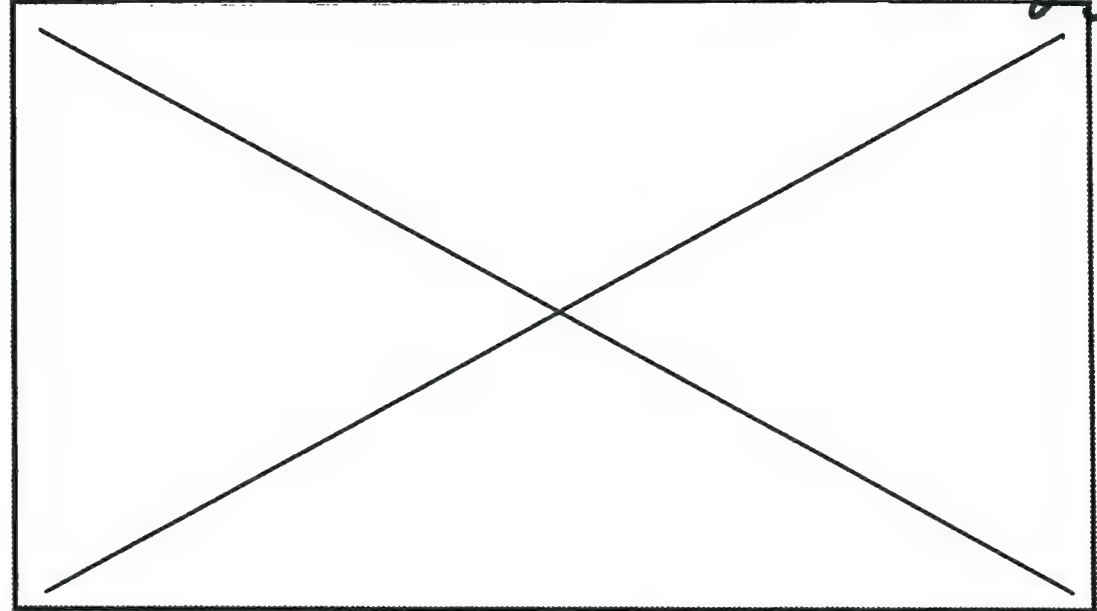
ADVENTURE TIME



Sc. **150** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

① WHAT!

Action:

⑧ = PUTS DOWN BALL

Timing:



MAR 03 2016

Page **237**
day night **237A-NEXT**

EPISODE # 1042-247

Production:

1042 247

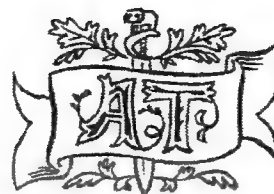
1042 247

1042 247

1042 247

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ADVENTURE TIME



Page **737A**
237 EXT

Sc.

Pnl.

Bg.

day night

Sc.

150 CONT Pnl. B

Bg.

day night



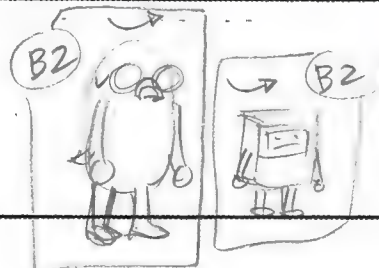
EPISODE # **1042-247**

1042 247

Dialog:

Action:

Timing:



JB
- WALKS OUT
DOOR
- PAN w/ JB



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Production:

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ADVENTURE TIME



Sc. 151

Pnl. A

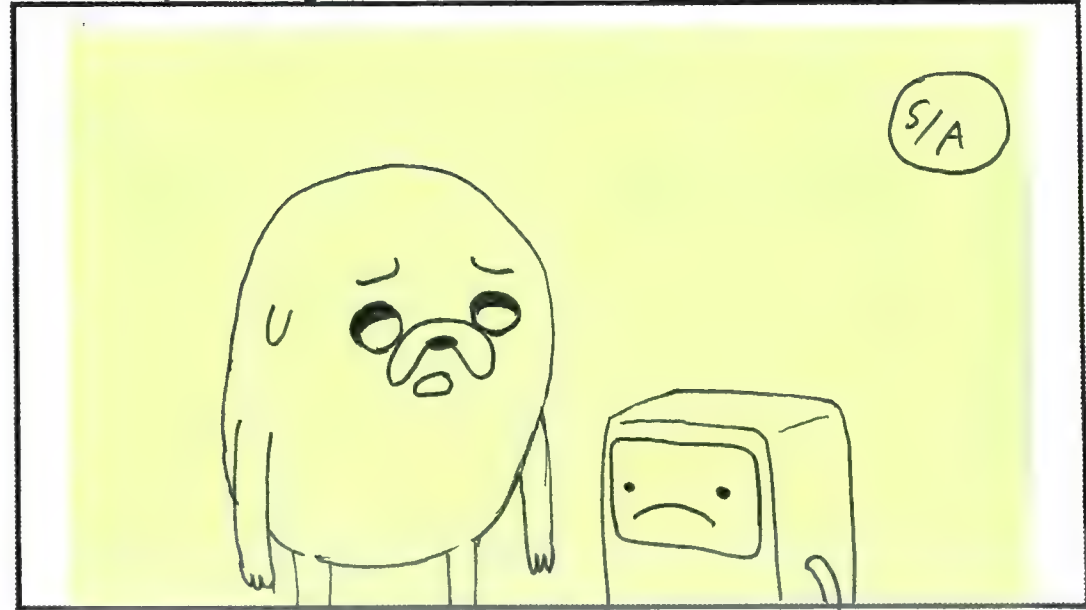
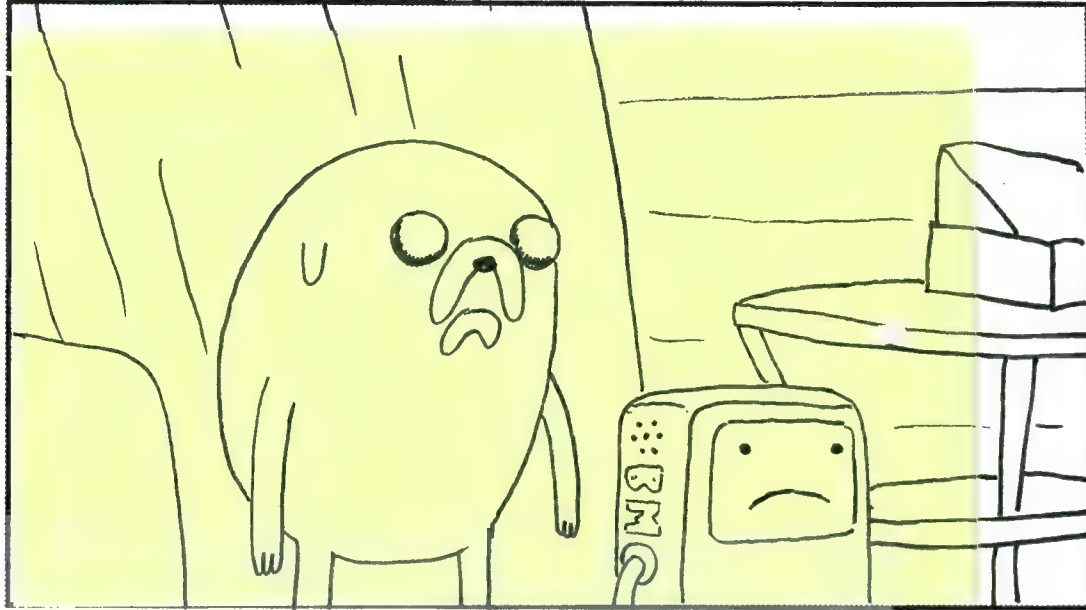
Bg.

day night

Sc. 151/CONT Pnl. B

Bg.

Page 238
day night



Dialog:

⑤: WE WERE
TOO LATE.

⑥ BMO JAMES
BAXTER IS
RUINED FOREVER!

Action:

MAR 03 2016

Timing:



EPISODE # 1042-247

Production:

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ADVENTURE TIME



Page **239**
day night

Sc. **151 cont** Pnl. **C**

Bg.

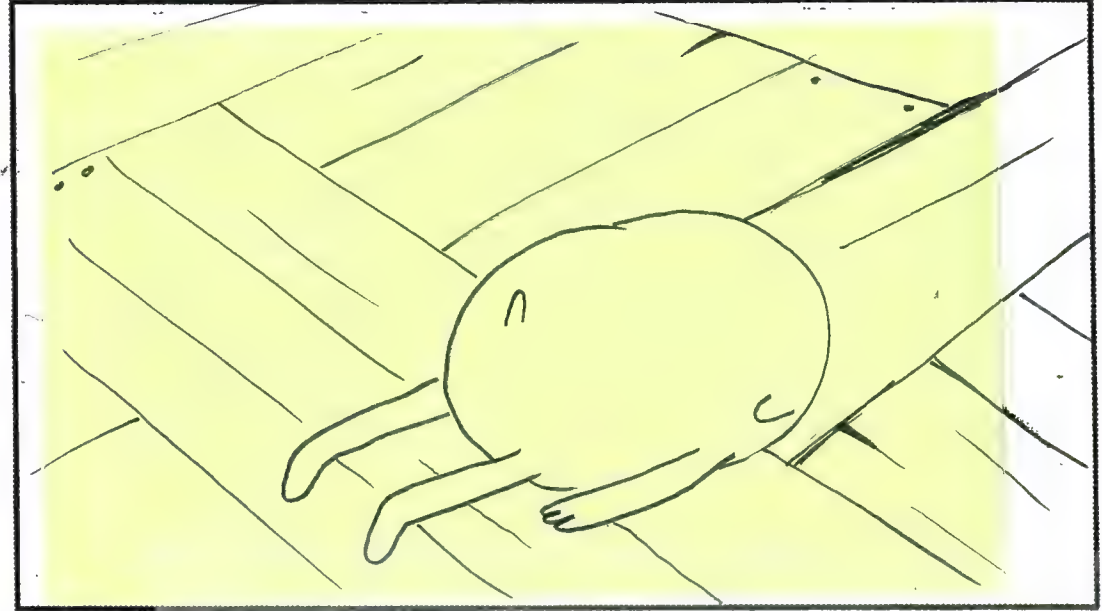
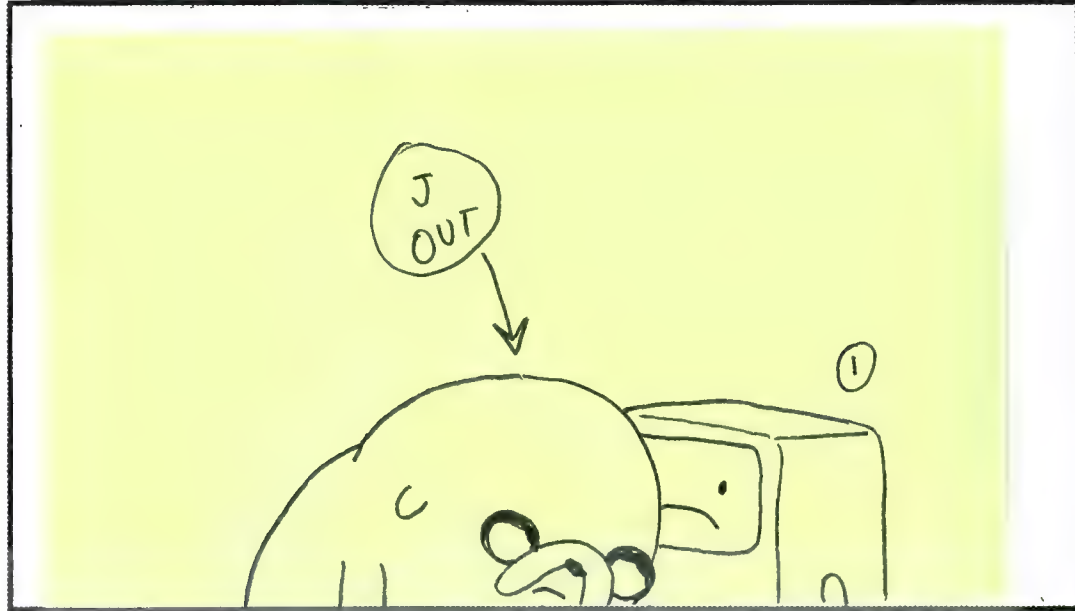
day night

Sc. **152**

Pnl. **A**

Bg.

day night



EPISODE # 1042-247

Dialog:

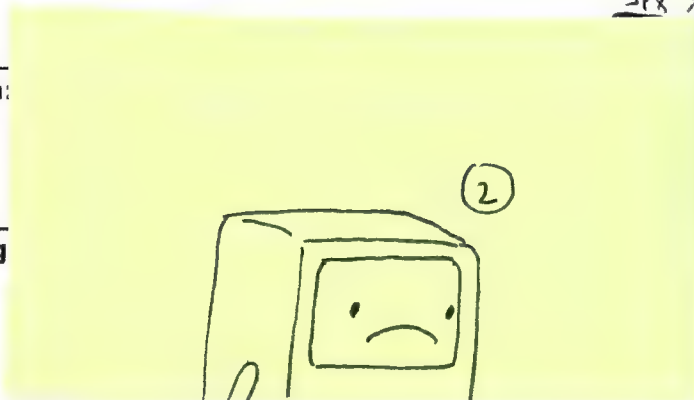
① THE WORLD IS CRUD.

Action:

SFX * THUMP *

-J. FALLS FORWARD O/S

Timing



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ADVENTURE TIME



Sc. **15B cont** Pnl.

B

Bg.

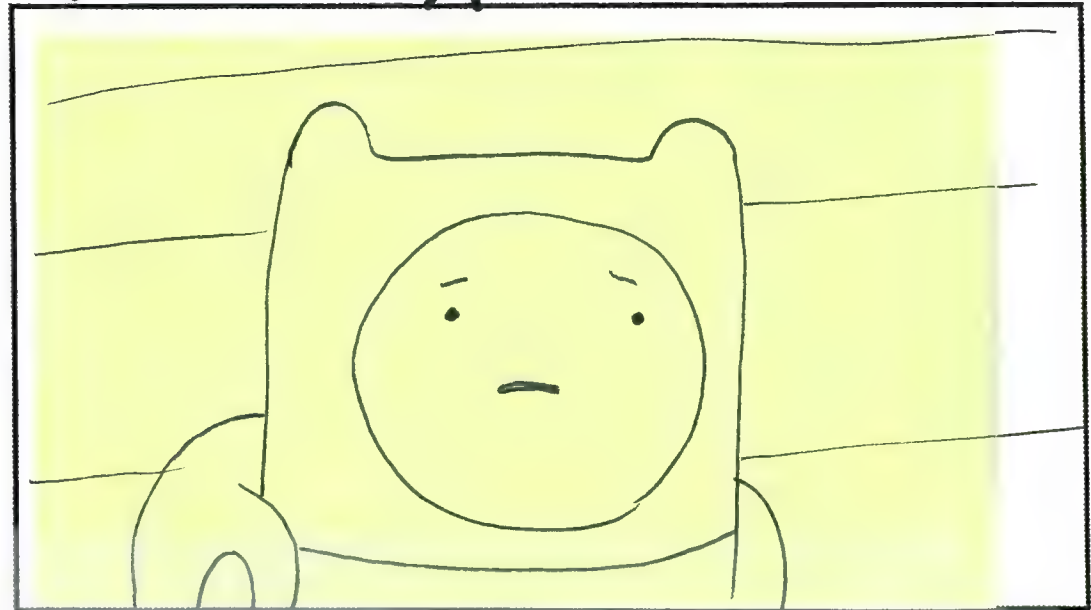
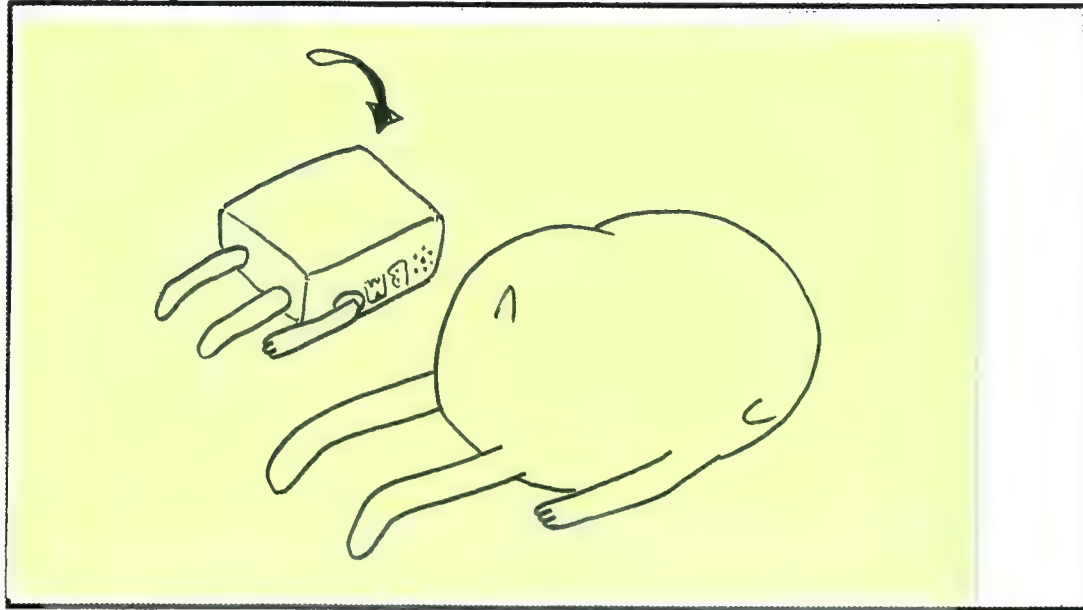
day night

Sc. **15B**

Pnl. **A**

Bg.

Page **240**
day night



Dialog:

SFX:
* CLACK *

Action:

- BMO FLAPS FACE DOWN,

Timing:

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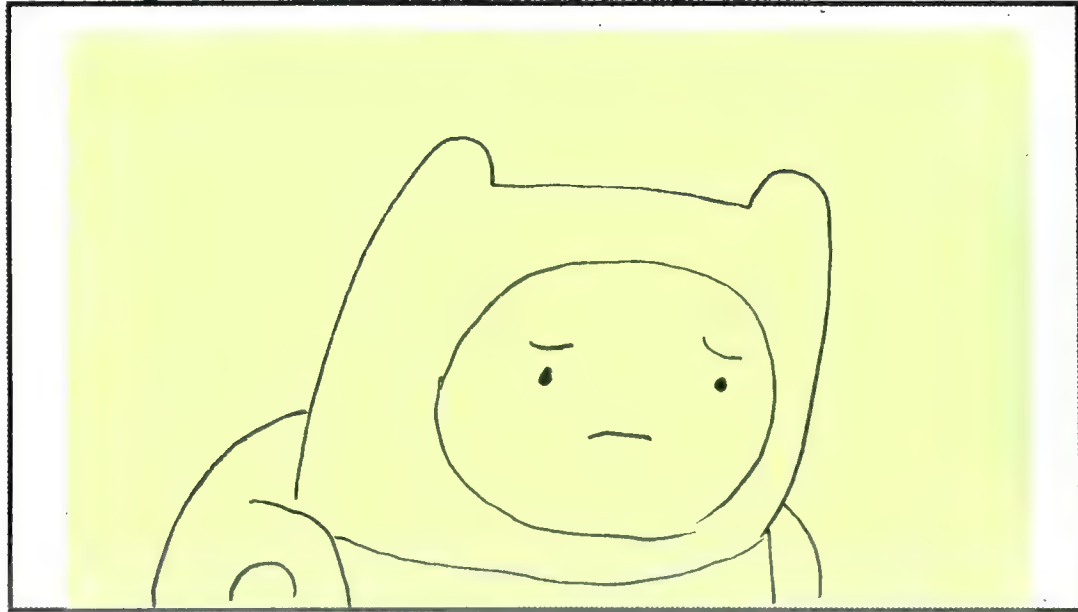
ADVENTURE TIME



Sc. 153 cont Pnl. B

Bg.

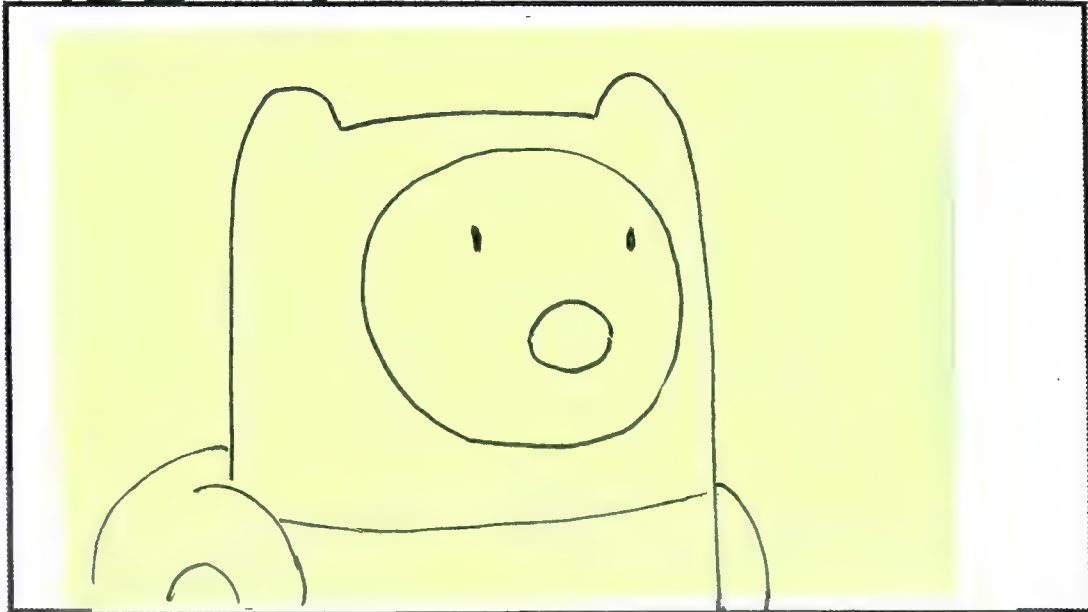
day night



Sc. 153 cont Pnl. C

Bg.

day night



Dialog:

10: (OFF)
J A - A . A . A M M S
B A X T E E - E - R

11: JAMES BAXTER!

Action:

- DISTANT CRY.

MAR 03 2016

Timing:

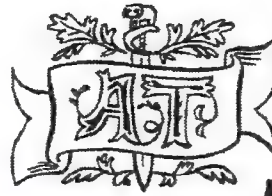
EPISODE # 1042-247

Production:

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ADVENTURE TIME

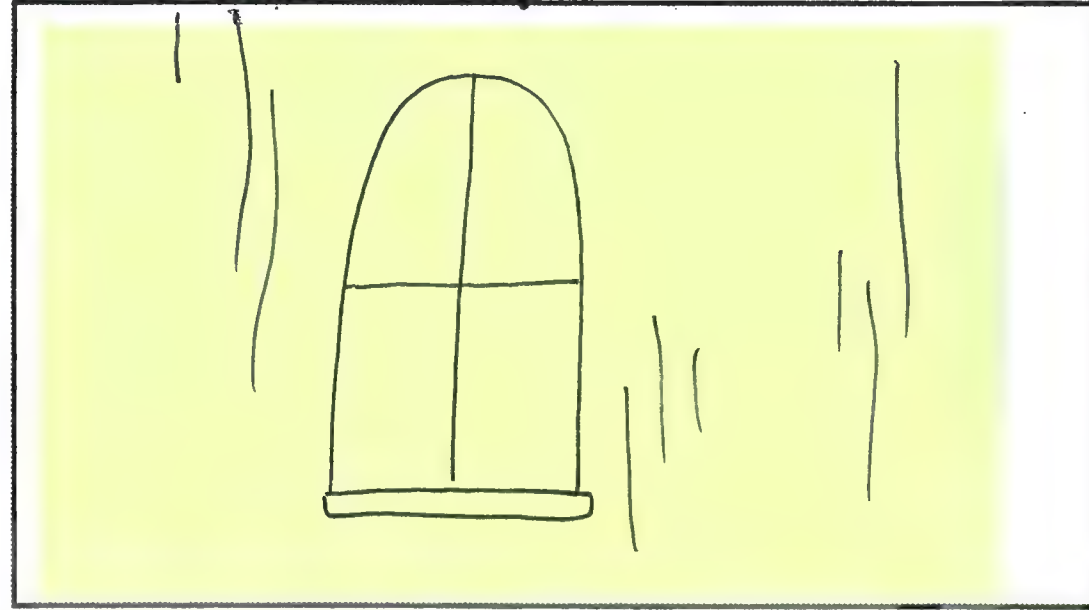


Sc. **154**

Pnl. **A**

Bg.

day night



Sc. **155**

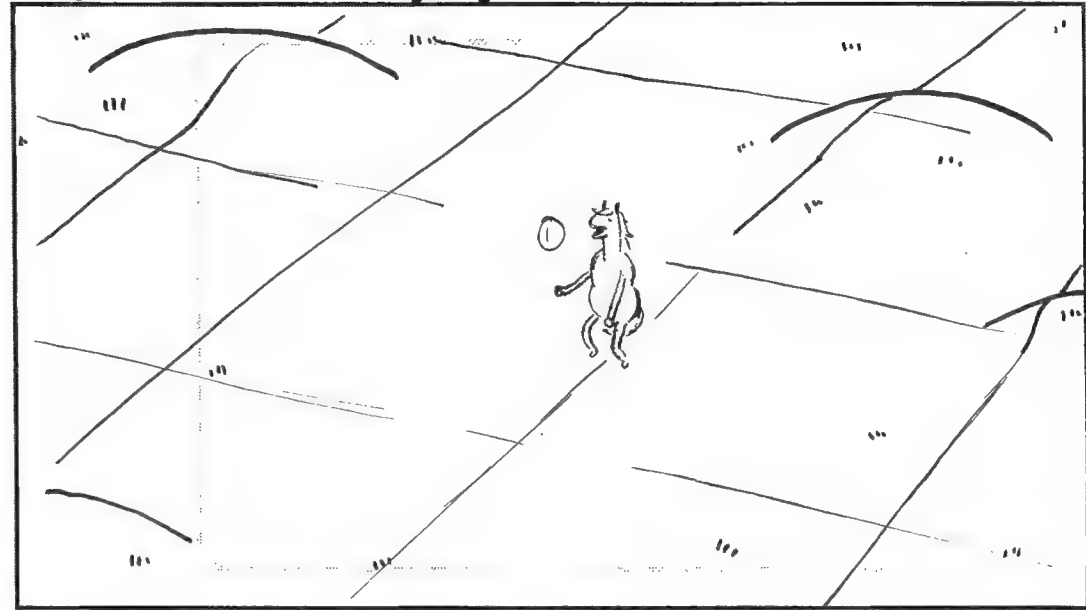
Pnl. **A**

Bg.

Page

242

day night



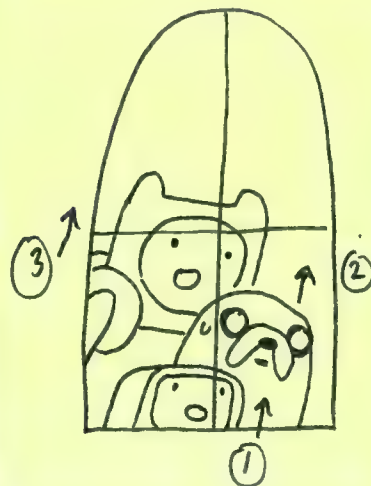
EPISODE # 1042-247

Dialog:

Action:

-FJ, BMO RUSH
TO WINDOW.

Timing:



JB: JA-A-A-MES →
① ② ①

- DANCING
- STEADY MOVES
- ARMS UP AND DOWN
- BUTT SIDE TO SIDE



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ADVENTURE TIME



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Sc. **155 cont** Pnl. **B**

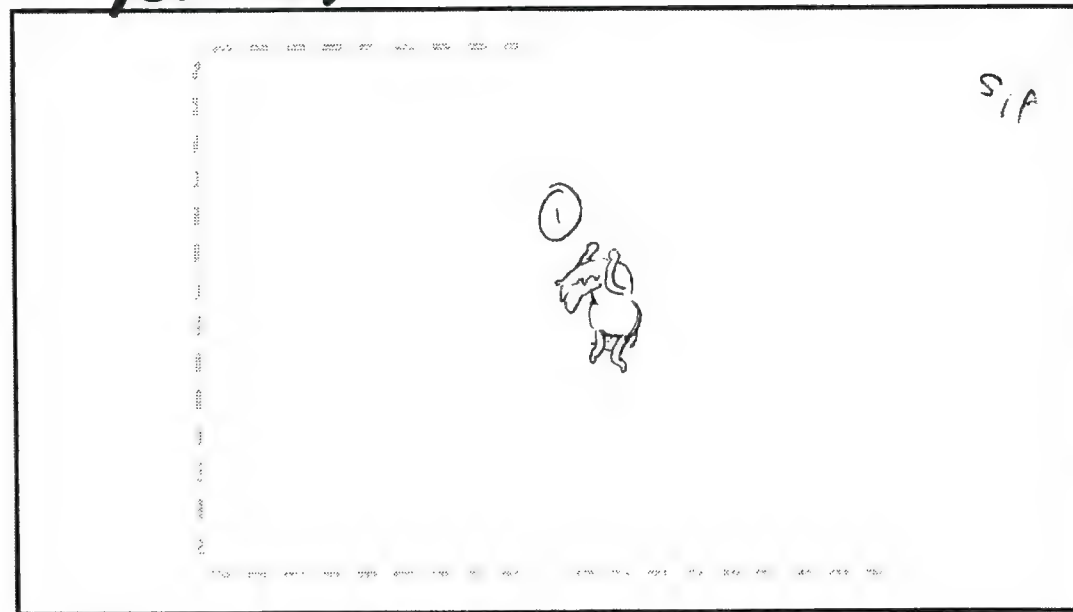
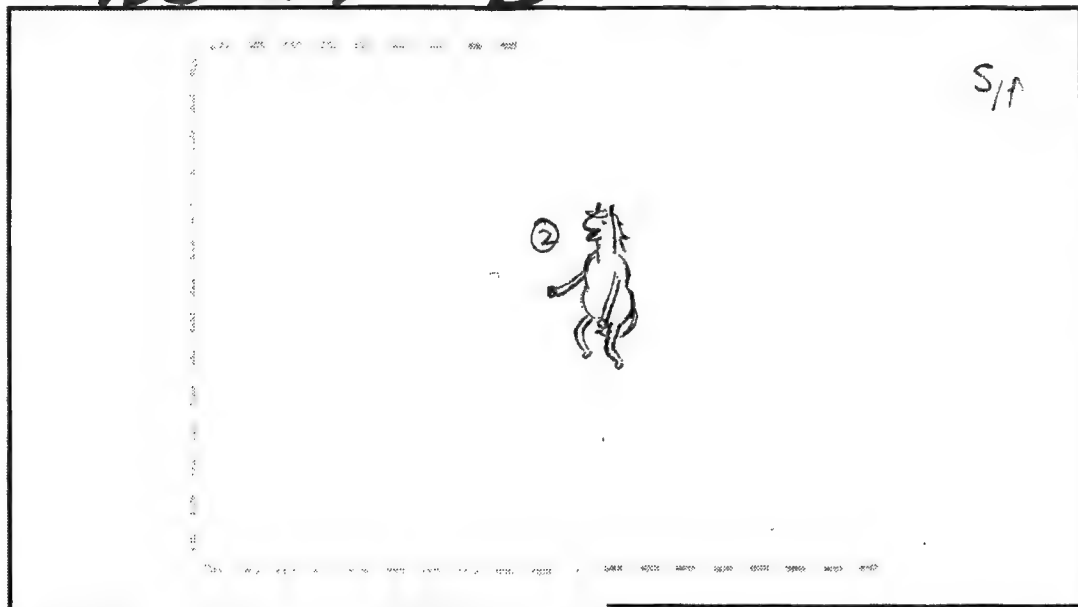
Bg.

day night

Sc. **155 cont** Pnl. **C**

Bg.

day night



EPISODE # 1042-247

Dialog:

②: BAXTER-R-R!
① (CHANGES NAME TO A RHYTHM)

(4 BEATS / SAME LENGTH AS)
"JAMES BAXTER"
(MAYBE HE CAN SAY "BOMP-BOMP-
BOMP-BOMP")

Action:

Timing:



①, ②, ①, ②



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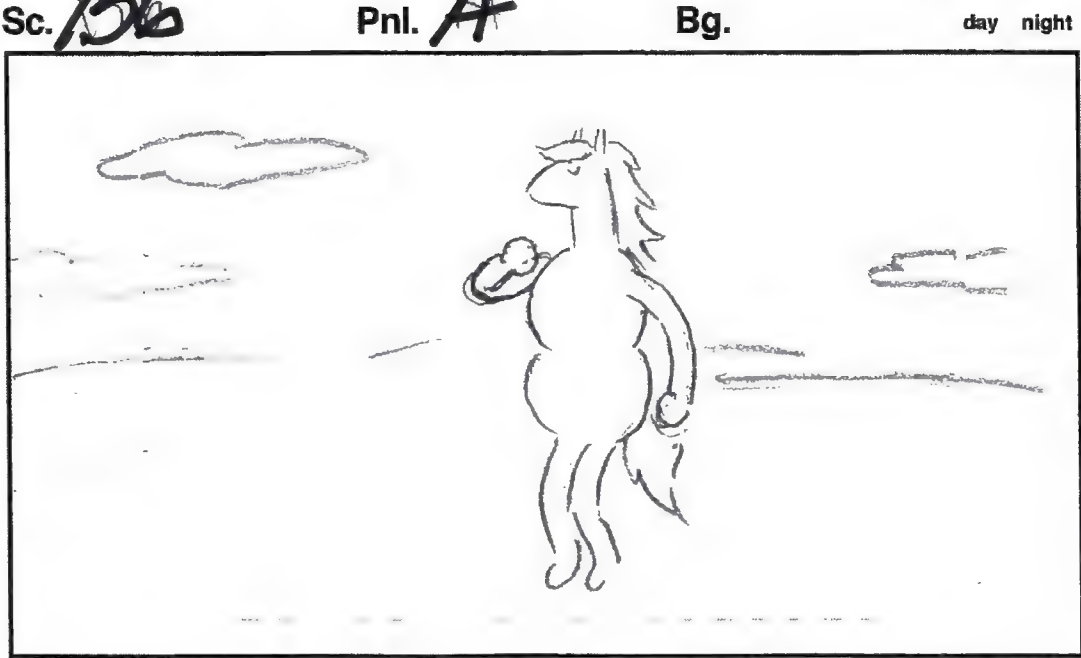
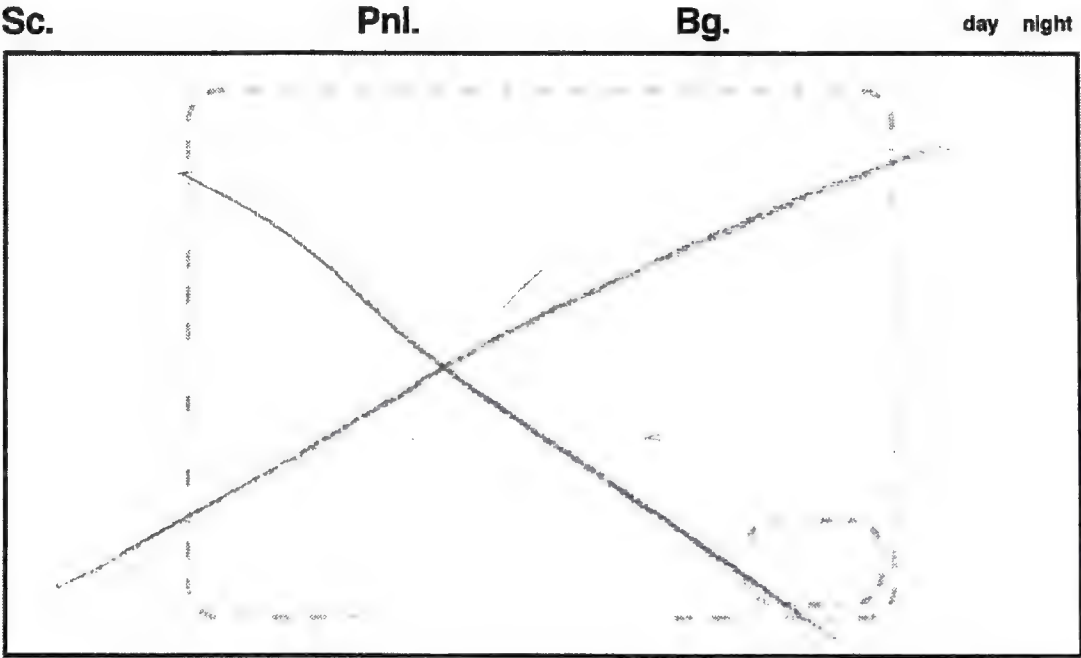
1042 247

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ADVENTURE TIME



Dialog:	<p>38 J.A.A.M.E.S ① →</p> <p>(THIS HALF OF SCENE REFERENCED "THESE BOOTS ARE MADE FOR WANCIN")</p> <p>3 - DIP THEN WIGGLE CHEST/HIPS</p>
Action:	
Timing:	



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ADVENTURE TIME



Page **245**

Sc. **156** cont Pnl. **B**

Bg.

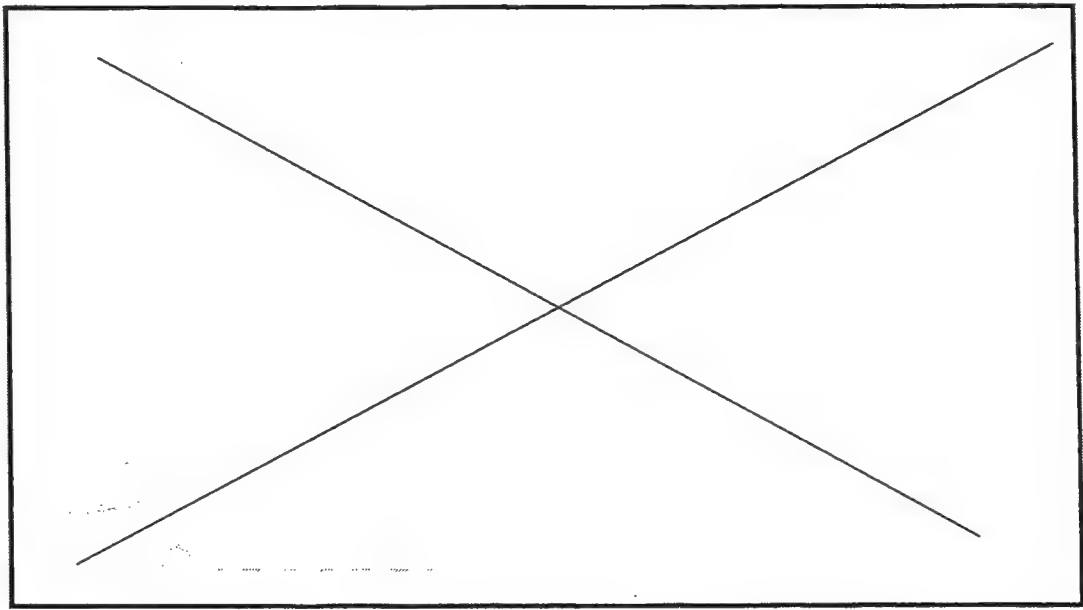
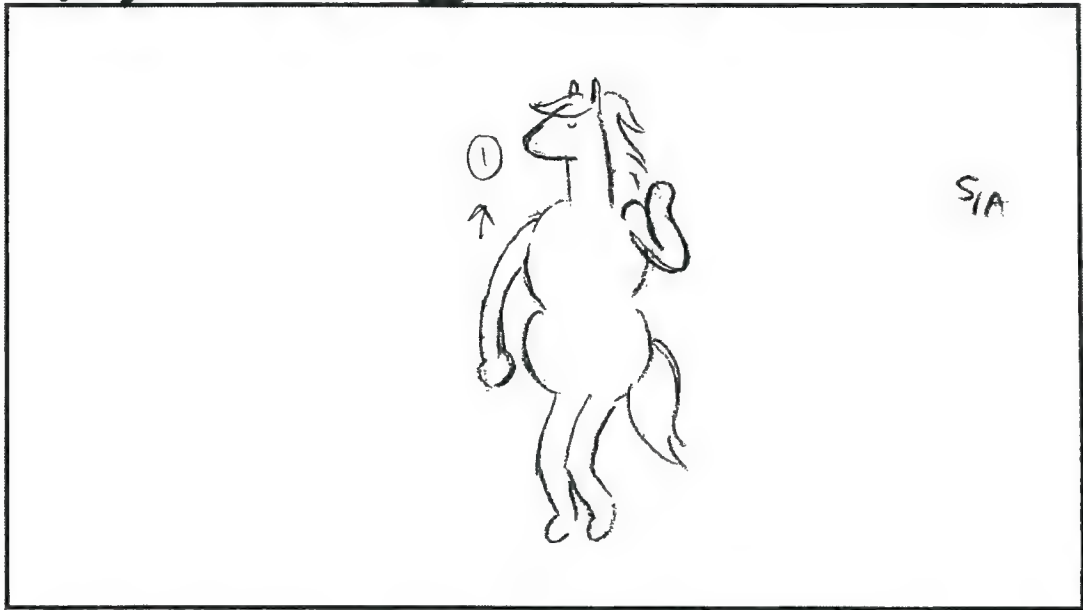
day night

Sc.

Pnl.

Bg.

day night



Dialog: **1**: BAXTER - R - R
1 **2** →

Action: - RISE BETWEEN
"JAMES" AND "BAXTER" **1**
- DIP + WIGGLE NECK/
HIP

Timing:



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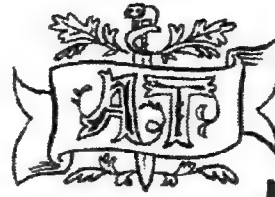
EPISODE # 1042-241

Production:

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ADVENTURE TIME



Sc. 156 cont Pnl. C

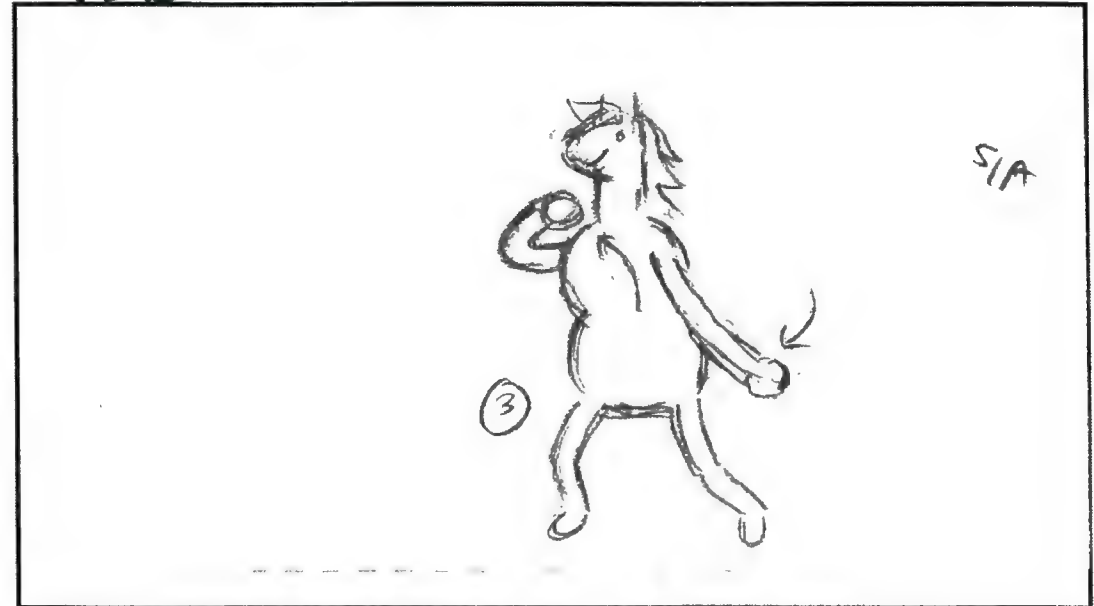
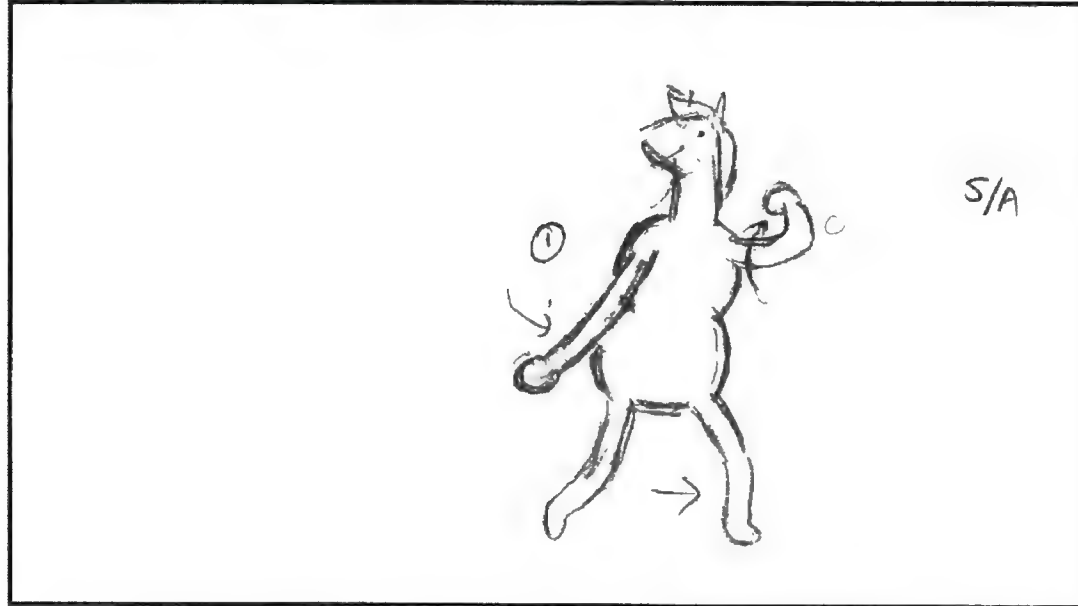
Bg.

day night

Sc. 156 cont Pnl. D

Bg.

Page 246
day night



EPISODE # 1042-247

Dialog: (QUICK BEAT)

JB: Ooo, ooo, oooo

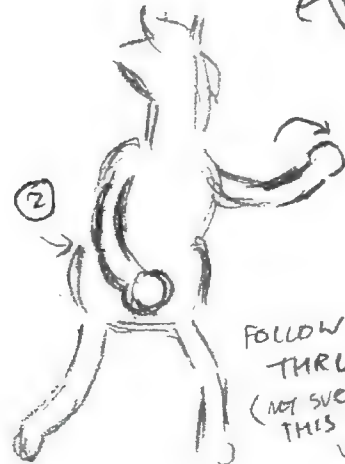
Action: SIDE STEP
AND TOSS UP LEFT ARM,
SWING RIGHT ARM

Timing:

REPEAT
PAGE 2X

(QUICK BEAT)

JB JAMES-BAXTER



- SAME THING
OPPOSITE DIRECTION

FOLLOW
THRU
(NOT SURE IF
THIS ANIMATES
WELL)

MAR 03 2016



FOLLOW
THRU

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ADVENTURE TIME



Page **247**

Sc. **157**

Pnl. **A**

Bg.

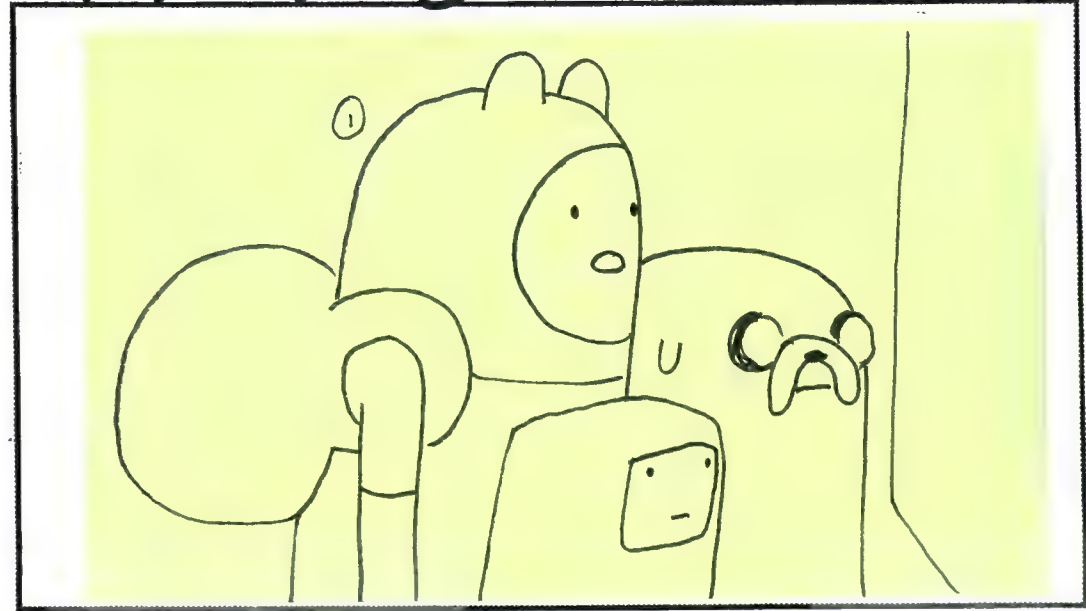
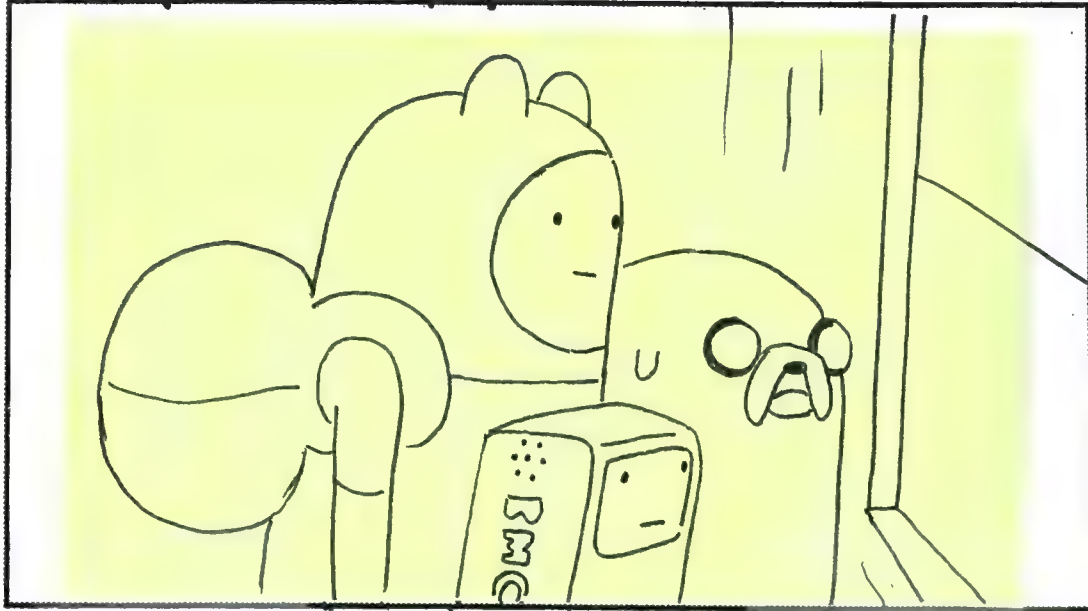
day night

Sc. **157 cont**

Pnl. **B**

Bg.

day night



Dialog:

③: WHO'S HE DOIN' THAT FOR?

④: I THINK... ①

I THINK HE'S DOIN' IT
FOR HIMSELF? ②

Action:

Timing:

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ADVENTURE TIME

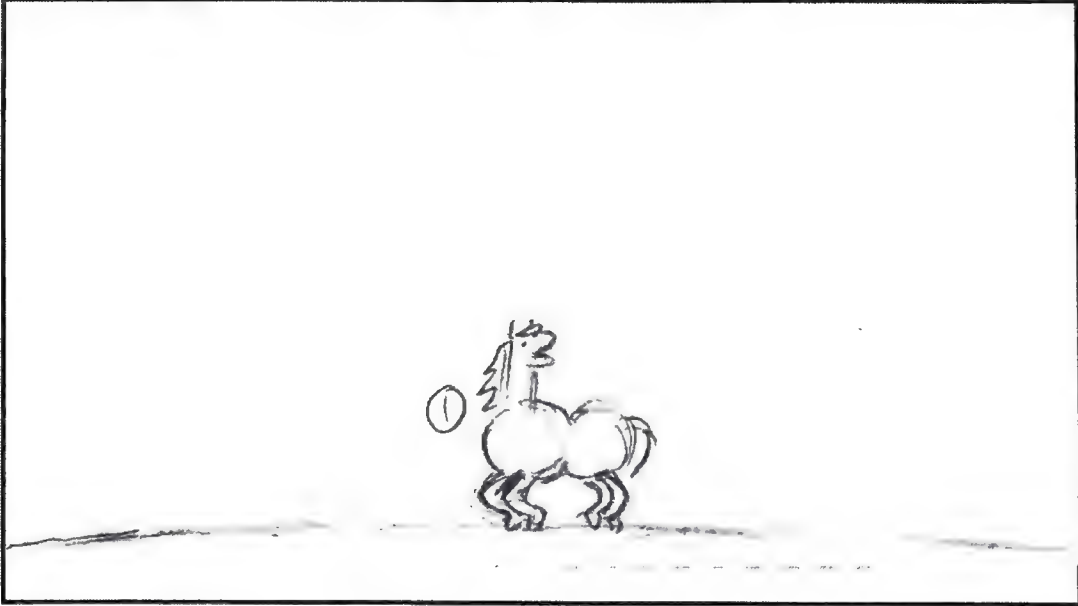


Sc. 158

Pnl. A

Bg.

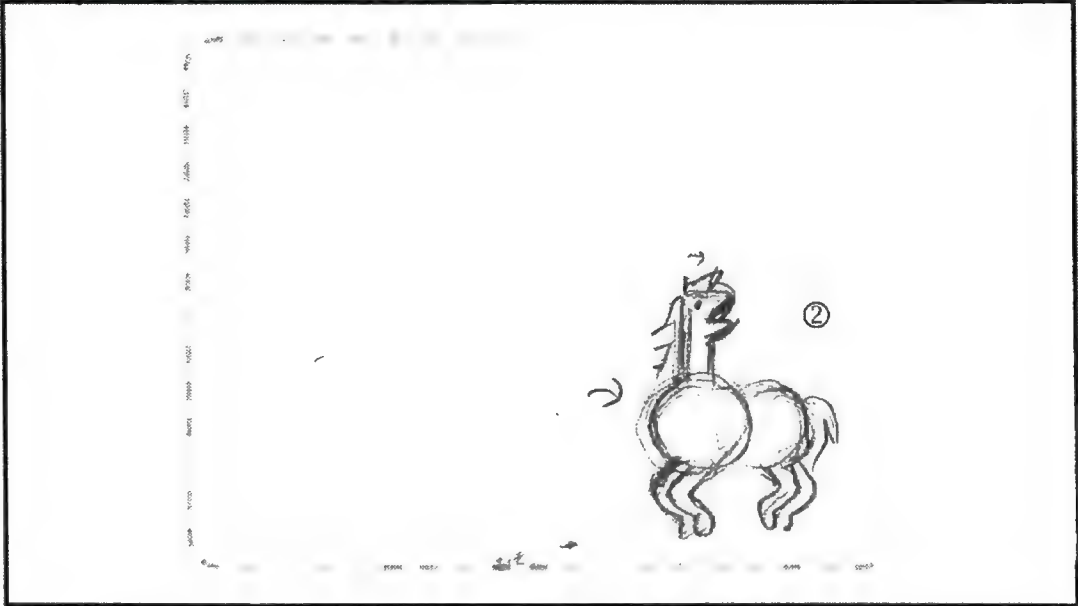
day night



Sc. 158 cont Pnl B

Bg.

Page 248
day night



Dialog:

JB: JA-A-A-AMES
BAXTERR~

Action:

- JB SHUFFLES (OR HOPS)
SIDWAYS

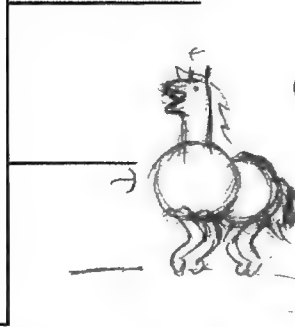
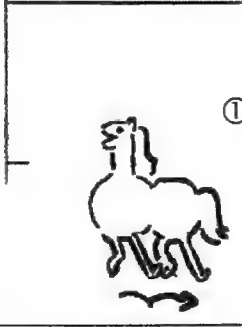
Timing:



JB:

JA-A-A-AMES
BAXTERR~

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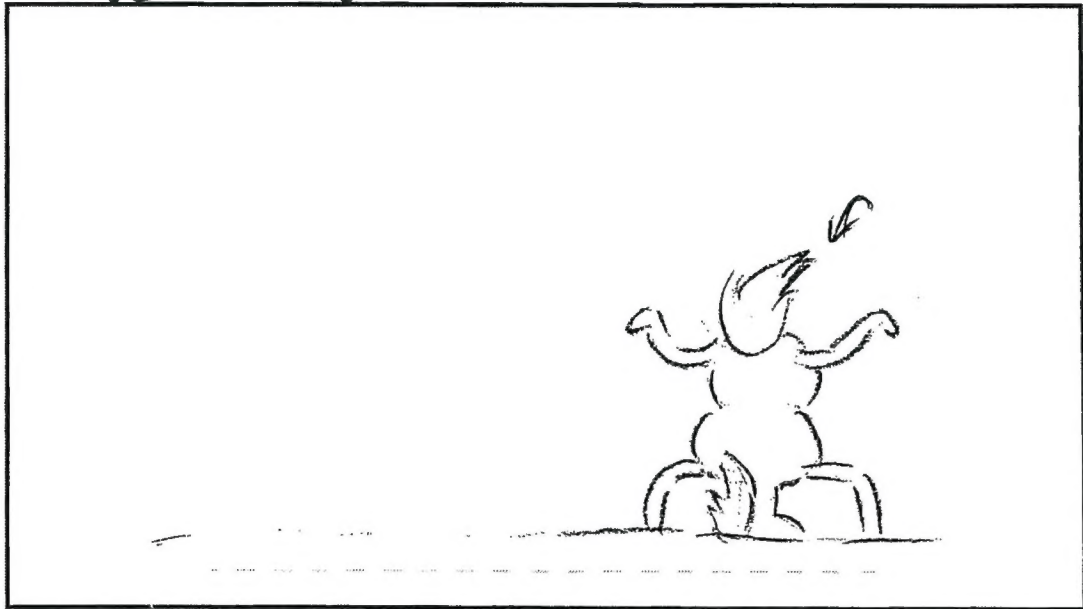
ADVENTURE TIME



Sc. 158 cont Pnl. C

Bg.

day night

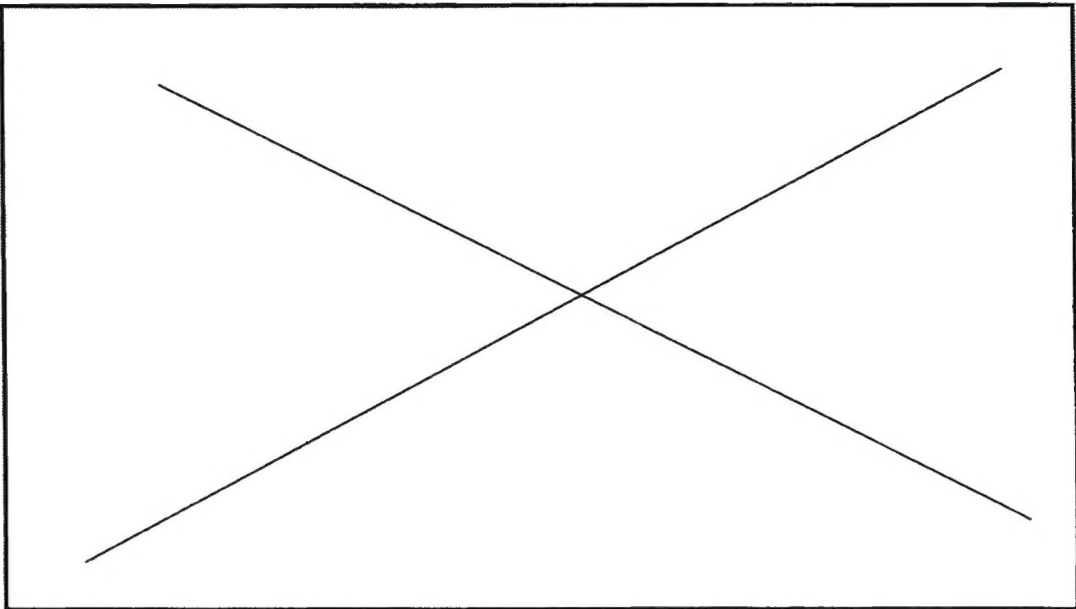


Sc.

Pnl.

Bg.

day night



Dialog: (quick)
BLAT - BLAT

Action:

Timing:

MAR 03 2016

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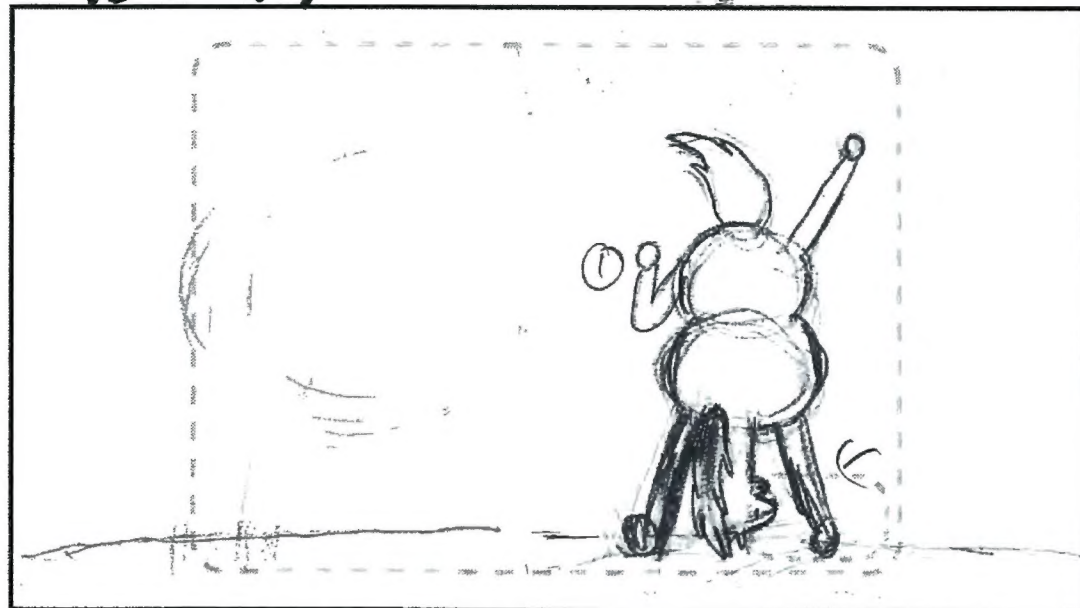
ADVENTURE TIME



Sc. **158 cont** Pnl. **D**

Bg.

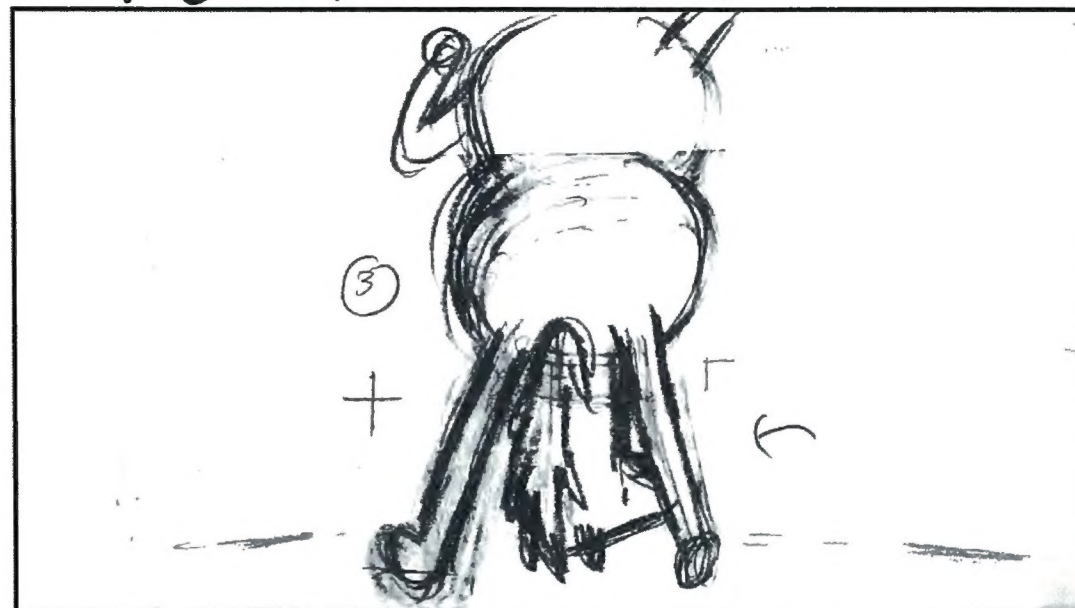
day night



Sc. **158 cont** Pnl. **E**

Bg.

Page **250**
day night



Dialog:

JB: ① J A A A ②
(DRAWN OUT DOUBLE TIME)

Action:

BACKWARDS
- WALKS ON FRONT LEGS
- FIST PUMPING AIR WITH
BACK LEGS TO BEAT

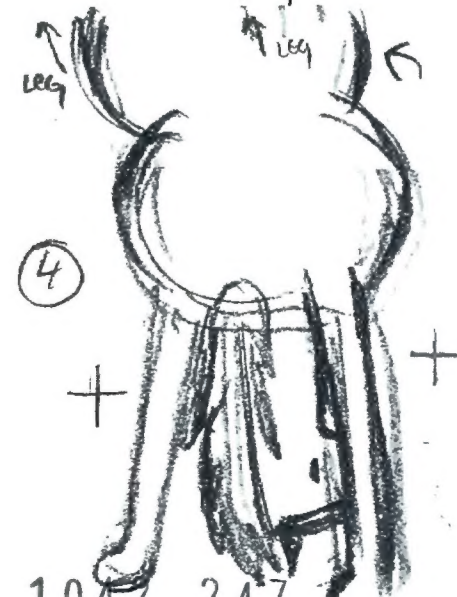
Timing:



JB: ③ A A A A - M E S ④
(CRESCENDO LIKE
LEADER FINALE?)

- ON 4th STEP, START TO
BEND BACKWARDS

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
158	cast	F							

Dialog:

Action:

- BEND BACKWARDS, PLANT
HIND LEGS ON GROUND
(SHOULD HAPPEN QUICK, CONT'
FROM PREVIOUS POSE WITHOUT
SKIPPING BEAT)

- ADJ W/ JB

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Timing:

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ADVENTURE TIME



Sc. **158 cont**

Pnl. **G**

Bg.

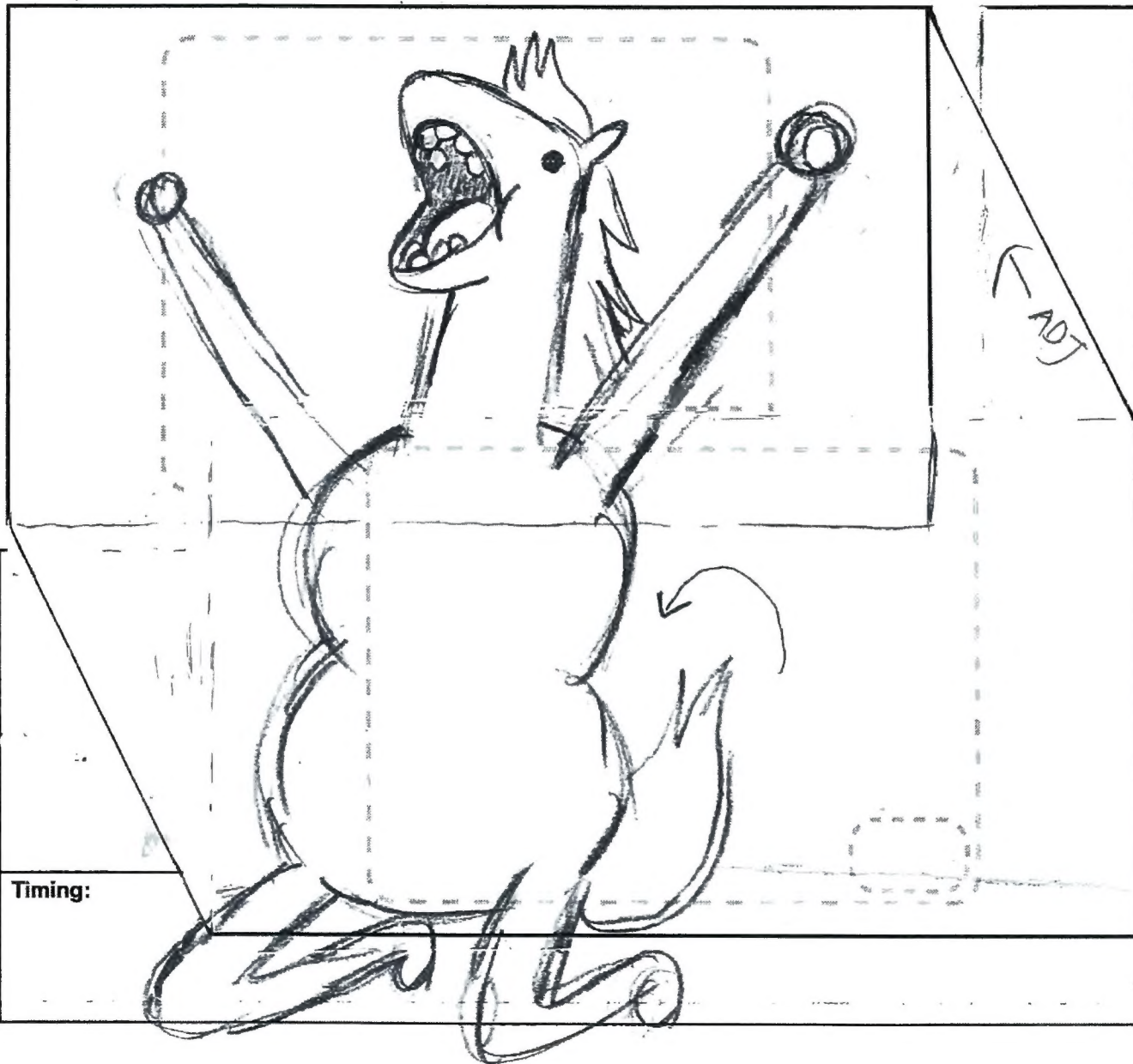
day night

Sc.

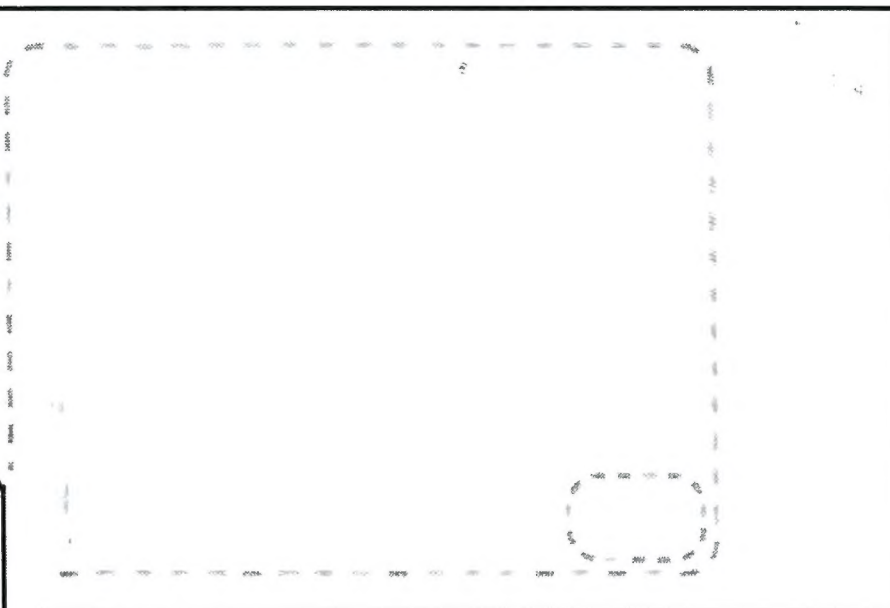
Pnl.

Bg.

Page **252**
day night



Timing:



Ⓞ: BAXTER-R-R!

— PULLS HIMSELF UP/
DROPS ONTO KNEES

— ADJ W/JO

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END

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EPISODE #

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Production:

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